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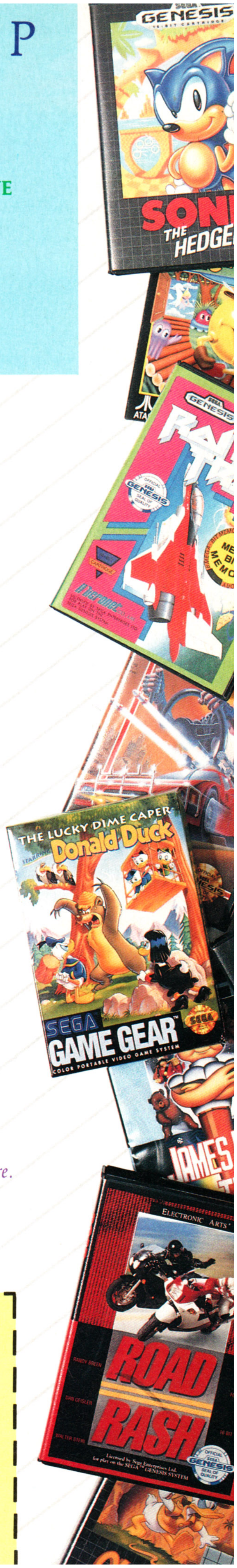

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SPECIAL THANKS TO...
That boy Ringhole. The whippersnapper's got more bull than Jim Bowen.

DINGBATS MESSAGE
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Copying people's stuff wasn't allowed at school and it's not allowed in the big bad world. Anyone found "looking over our shoulder" will feel the wrath of The Tavener.

Competition rules: If your name is listed in the winners bit and you haven't received your ill-gotten gains, give the multifaceted Di Tavener a ring. If you're not listed, then don't give us any grief, right?

Exit: If John F Kennedy were alive today, he'd look at the way Nintendo were running their operations and say:"...
(Complete and send to Exit Compo at the usual address for the chance of a freebie.)

PS: Dave apologises for the logo cock-up on the poster. He was getting a bit carried away with his new art package...

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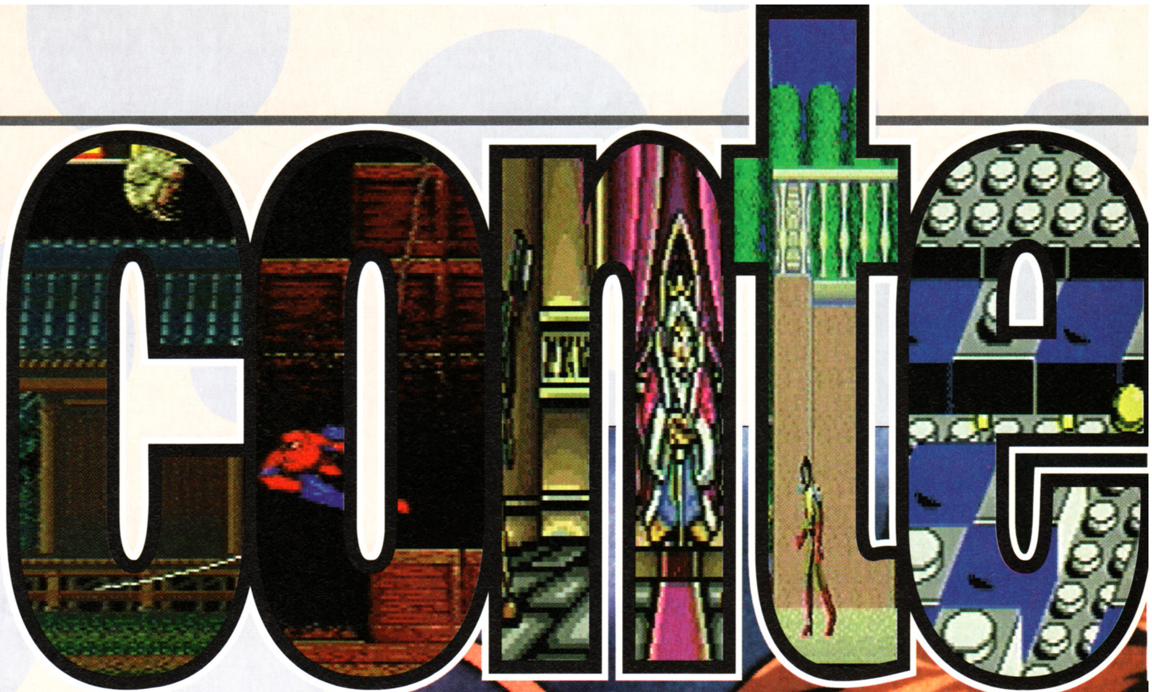


ProNews.........................6
Questionnaire results.10
News in Japan............12
ProViews.....................16
A-Z of Games..............20
Pro Guide to Add-ons..24
ProReviews.................29
Terminator Poster 42
ProTest........................44
Virgin competition......61
Win a Mega-CD!..........65
ProSubs.......................66
ProTips........................68
ProSavers....................78
ProScores 80
Game Over 82

WIN A VIRGIN...

...jacket and Terminator videos. As worn by our TV celebrity.................61

WANI WANI WORLD.32
Mega mayhem for two players.

ALIEN STORM........34
A Master classic in the making?

WIN A MEGA-CD & THREE GAMES

Still haven't bought one? Never mind, now you can win one..........................65

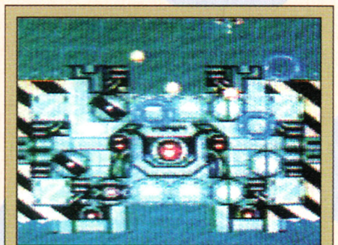
GET READY!

Hold on tight, the SEGAPRO Guide to Add-ons starts on page 24

Turn to page 20 fast for part five of the sensational Sega software showdown – the most comprehensive collection of reviews and pictures for every Mega Drive, Master System and Game Gear game ever released.

BUCK ROGERS 50

Novice roleplayers start here.



GG ALESTE 54

Flying high, shooting fast.

EARNEST EVANS 62

So real you'll be swatting the flies.

REVIEW INDEX

MEGA DRIVE

Buck Rogers......................50
Rings of Power 38
Super Fantasy Zone 56
Tecmo World Cup 92.........49
Toki 58
Wani Wani World 32

MEGA CD

Earnest Evans...................62
Heavy Nova 52
Sol-Feace...........................60

MASTER SYSTEM

Alien Storm......................34
Laser Ghost.......................48
Line of Fire 55
Running Battle 36
Shadow Dancer 40

GAME GEAR

GG Aleste..........................54
Heavyweight Champ........64
Skweek..............................37
Space Harrier 59

SEGA SCHOOL?

As this issue of SegaPro shows, the world of Sega is really changing. First off, we have news of not one, not two, but three infra-red Sega joysticks being released this month. Yes, just as you thought you'd finally got used to the joypad, everyone is trying to get you to change back to the joystick.

Also this month, we see the introduction of a new word, "edutainment". EA's new game *Carmen Sandiego* is supposed to educate you while entertaining you, and we must admit it does just that. Similarly, Sega's *Art Alive* cart should be used as a fun but also instructive tool. It's heartening to see such brave advances on the Sega, but I can't help thinking that the educational tag may be a severe disadvantage. After all, when you come home from school, you don't want to enter another history or art lesson, you want to kick in some bad dudes or obliterate a city.

This month we have a great mix of games. The biggest official MD game we've played has to be *Buck Rogers*, while *Wani Wani World* was great fun on import. The MS surprised us by bringing the Phaser back to life with *Laser Ghost* and kicking butt in *Alien Storm*. Meanwhile, GG owners will be amazed with *Aleste* and stunned by *Space Harrier*. Finally, there are the first reviews of the Mega-CD games – and quite a mixed bunch they turned out to be.

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As you will discover in the Next Month bit (page 81), we have an amazing cover gift next issue. A complete first that no other magazine has ever done. If you miss it, you will be very disappointed, so reserve your copy now.

Dom Handy

THE SEGAPRO CREW

Damian Butt

Fave games: *The Terminator* (MD), *Buck Rogers* (MD), *GG Aleste* (GG)
If Damian had all the money in the world, he would chose to spend his days and nights in either Tokyo or New York. Our own office superman likes nothing more than being in a buzzing metropolis – that's why he's living in Bradford-upon-Avon at the moment.
Fave TV show: *The Word*

Les Ellis

Fave games: *Earnest Evans* (CD), *Line of Fire* (MS), *GG Aleste* (GG)
With the current success of Nirvana, Les wants to base his rocking roots in Los Angeles. The LA music scene is the most diverse in the world and Les would hope to change it all to a heavy rocking drone. Les currently resides in Trowbridge central, hardly buzzing with anything, except flies.
Fave TV show: *Any WWF*

Dominic Handy

Fave games: *Wani Wani World* (MD), *Buck Rogers* (MD), *Laser Ghost* (MS)
A beach-house in Hawaii is where you'd find Dom if the Paragon petty cash tin had been raided. Sun, sand and surf would be the ideal life for this *California Games* addict. Sadly for him, sleepy Shropshire is where this aspiring David Hasslehoff can be caught "hanging ten" at present.
Fave TV show: *Baywatch*

Richard Monteiro

Fave games: *Wani Wani World* (MD), *Desert Strike* (MD), *Skweek* (GG)
When the going gets tough, Richard pops over to Orlando, Florida. All this beach bum wants is long sunny days, action-packed amusement parks and countless female "attractions". Of course, Trowbridge is practically crawling with all of the above, so that's why Rich loves his home town.
Fave TV show: *Who's Line is it Anyway?*

Dave Perry

Fave games: *EA Hockey* (MD), *EA Hockey* (MD), *EA Hockey* (MD)
Recruited from the top, fab, record-breaking, etc TV show Gamesmaster, Dave is quite happy to go back to the dank and eerie surroundings of the Gamesmaster church for some inspirational healing. Incidentally, Dave "plays" the monk holding Dominik Diamond's "throbbing" joystick.
Fave TV show: *Gamesmaster (when he's on it)*

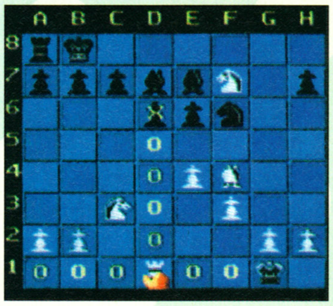
Andrew Smales

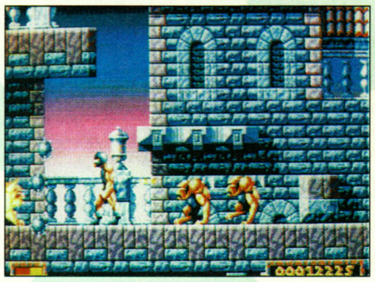
Fave games: *Sol-Feace* (MD), *EA Hockey* (MD)
Vancouver, Canada, is the ideal resting place for SegaPro's action man. During the days he would grab a chopper to the nearby Whistler mountain ski slopes, and for some aprés-ski activity, he'd zoom back into Vancouver to trip the light fantastic. Oswestry, Shropshire, currently enslaves this party animal.
Fave TV show: *Spender*

BLOW YOUR MIND

Mindscape are the latest software company to gain Sega approval for games production. The licence was won by the US arm of the Mindscape conglomerate, but it will also mean UK releases for all their Mega Drive software. Their first product is expected to be *The Chessmaster*, which they hope to release in the second half of the year.

Mindscape followed up their exciting announcement just one week later with news of a deal they had also struck with Renegade, the team that created *Xenon II*. The new deal means that the computer hit *Gods* is soon to be seen on the Mega Drive. *Gods* is well into development on the Sega and by all accounts looks just as good as the Amiga version.





It is also known that Mindscape are considering putting their Piano Tutor hardware/software package on the Mega Drive. On the Nintendo, the package comprised a four octave keyboard, interface and music software that allowed you to create your own tunes on the console. A similar project for the Mega Drive would be most interesting, especially combined with Sega's *Art Alive* package...

With such an impressive record on home computer and Nintendo, Mindscape are the latest software house to be welcomed with open arms by Sega.

ATMOSFEARIC GAME

With the constant success of boardgames like the Dungeons and Dragons series from TSR and conversions of boardgames like Hero Quest to computer, the RPG is surely here to stay. However, boardgames rely heavily on the player to create the atmosphere. But now Spear's Games have taken this a stage further. They are releasing a product called Atmosfear which is not just a boardgame, but also a video. The videotape holds the Gatekeeper, your host for the game, who snarls at you and tells what to do. That means no more cheating and no biased GMs, the Gatekeeper's all-seeing eye surveys your every movement.

The game has already been released in Australia, where it is a smash hit, and the projected sales in North America are five million units in the first year alone.

Six other add-on packs are in development, with more videos featuring new and scarier hosts. Atmosfear will be launched in the Spring this year and is aimed at parties of three to six adventurers aged 12 and above. The price should be around £30.

"Pro's Richard Monteiro"

"Spear's Gatekeeper"

DELAYS

- ***The Terminator*, which was originally planned to come out in January, will miss its rescheduled release of March and now see the light of day in June (we hope!). We've already seen the finished game, but we're holding up on the review until we're sure when the game is coming.**
- **The violent beat-'em-up *Double Dragon* from Ballistic was originally scheduled for March. Due to reasons Ballistic are in no position to divulge (ie, they didn't have a clue why), the game is now supposed to be out on April 29. Look out for a review next issue.**
- ***Die Hard* on the Master System should have been out in January according to Sega's release schedule, but due to the immense programming effort the development team, Tiertex, are putting into it, Grandslam have delayed its release till the end of March.**
- **Virgin have delayed the release of *Chuck Rock*, originally planned as a Christmas 1991 game, till summer of 1992.**
- **If you read last month's ProDates, you will have noticed *Spider-Man* coming out on the Game Gear. The webbed wonder has been delayed, though, because of the immense workload Acclaim are under through their acquisition of the Mirrorsoft 8-bit titles. You can now expect to see Spidey on the Game Gear in May, along with the GG version of *Bart vs the Space Mutants*.**

BACK IN THE ACTION

With the present Mega Drive Action Replay cartridge flying out of the shops, Datel have dropped the price to an irresistible £39.99. Yes, easy extra lives and energy are now only the price of a cartridge away. The Action Replay is a cartridge-sized device that plugs in between the cart and MD, and effectively allows you to hack into games and alter them. Using the special codes (that we publish exclusively in SEGAPRO each month), you can change all manner of parameters to make the game easier to play.

Great news, too, is Datel's announcement of a new version called the Action Replay Pro, for £49.99. The second model of the Action Replay actually allows you to search through the game's memory and alter bits of it. You don't even have to know anything about programming because – like the computer versions of the Action Replay – this clever unit will try to find the extra lives/energy/power-ups for you.

Present Action Replay owners need not worry one bit as the same Datel codes should work without problem on both units.

This addition to the present Action Replay's already successful capabilities is obviously in reply to Code Masters' recent announcement that they plan to launch a unit called the Game Genie which will also search the game and find codes automatically. However, the Mega Drive Game Genie won't be appearing till the second half of the year.

Datel also opened their first shop this month. The shop, at 222 Tottenham Court Road in London, stocks all the latest games and hardware add-ons for the Mega Drive and Game Gear. If you're down that part of the country, try to pop in and say hello. If you tell them that you heard about the shop in SEGAPRO, you will receive extra special attention (either that or you'll be kicked out).

Electronics
DATEL

While the rest of the country moan and groan themselves into a recession, Datel Electronics throw caution to the wind and open their first ever shop in London.

NEW LOOK BUNDLES

The *Sonic* Mega Drive and Master System bundles proved to be exceptionally popular over Christmas. In fact the demand was too much for Sega who had under-ordered and are still struggling to get on top of things. After its success with the consoles, Sega are planning to bundle *Sonic* with the Game Gear.

At the moment the Game Gear comes on its own for £99 or with *Columns* for £109. The *Sonic* bundle will establish a new price point of £119.

Also this month, Sega have unveiled two new remote joysticks. The infra-red sticks should already be on the shelves for £29.99 for the MS version and £34.95 for the MD one. These will allow MS owners to play games from up to five metres away (MD owners get an extra two metres!) without any leads to tangle around furniture. Each unit is powered by four pen-light batteries, so make sure you get those when you buy the stick.

Finally, packaging for Sega machines will get a whole new look from Easter. The old polysterene-packed boxes will be replaced by all-new ecologically-sound smaller boxes containing cardboard to hold the unit in place. The outside of the boxes will also be redesigned, and hopefully get rid of the awfully old-fashioned grid effect on all the Master System stuff at the moment.

SEGA
Master System II

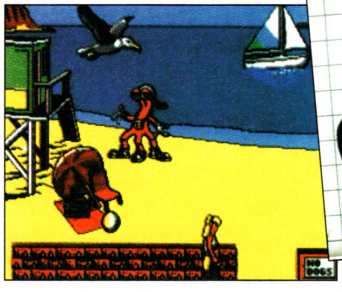
The old Sega look gets a revamped this Easter as Sega redesign the boxes to be ecologically friendly.

QUICK ON THE DRAW

As first suggested in SEGAPRO last month, Sega have announced the launch of *Art Alive*, the drawing and art package for the Mega Drive. You'll be able to get an official UK version in March for £29.99.

Included on the cart are pictures of Sonic and ToeJam & Earl for you to doodle over.

As we revealed, there is no save option on the cart so pictures must be saved out to videotape if you want to keep them.



Coming alive on the UK Mega Drive soon, *Art Alive*, the first edutainment cart from Sega.

KINGBIT APOLOGY

Dave Beggs and all the busy beavers at Kingbit Games would like to apologise for any inconvenience they have caused customers over the past couple of months. Due to incredibly unlucky circumstances that are far too long to go into here (just trust us, they had no option), Kingbit have been unable to send out goods for the past few weeks. To add to the confusion, Kingbit are also moving into new premises. As of March 2, 1992, you'll be able to find Kingbit in George Street, Edinburgh. The telephone number to contact them at there is (031) 3134204. Once again, apologies all round, but be assured that they'll be back in action as soon as is humanly possible.

CARTS IN THEIR EYES

Will it be *Home Alone* on the Game Boy for Macca, or does he prefer a decent Sega game instead? Celebrity Teen Talk reveals all.

A recent book in America has been published featuring interviews with celebrities about their favourite video games. Stars from Beverly Hills 90210, Star Trek and even little Macaulay Culkin talk about what games make them tick.

Celebrity Teen Talk is only available in the States at the moment, but such an interesting book would be great to see over here. Does Sly Stallone play James Buster Douglas Boxing before climbing in the ring with his latest wife? Does Arnold Schwarzenegger play The Terminator before he goes back? This book may have the answers.

Whispers...

Shhh. Wait a minute, there's still someone there. Okay, they've gone. Check the room isn't bugged. Right, now I haven't got long before "they" come back, so listen up.

By now just about everyone has heard of or seen Gamesmaster on Channel 4. Well, we have heard an exclusive whisper from a reliable source saying that when the current run of 10 shows has finished they are going to film another series of 26. The first few will be in the old church, but there will be a new look at some point, although Dominik Diamond will still be at the helm holding everyone's joysticks.

Speaking of the Diamond geezer – who had to take out a job as a security guard whilst filming Gamesmaster – rumour has it that he will be opening up the new Virgin Games Centres around the country.

I've got a feeling that German publisher Starbyte, they of *Rolling Ronnie* fame (or should that be infamy), are secretly working on some brand new Sega products. The what, where, how, why and when have yet to be decided but as soon as I know, you will. You know I can't keep a good secret down.

Tecmagik have just let slip to me that a certain Andre Agassi will be appearing on a Master System and Mega Drive late this year. *Andre Agassi's Tennis* is the second tennis game to be announced recently, it follows *Pro Tennis Tour* from Ubi Soft, although the future of that game is still in doubt. Tecmagik also have a cartoon licence in the pipeline, but I couldn't squeeze the exact info out of them no matter how many whips and chains I used on their PR person, the one and only Ms Nicola Hemming.

The world is getting a stranger place. Electronic Arts are currently working on – of all things – a heavy metal pinball game. Called *Twisted Flipper*, this interesting approach to pinball is

PROWINNERS

Never before have there been so many entries for a SegaPro competition. Our local postman will be going for early retirement if he has to carry much more mail to our offices. Many thanks to all those who entered, and to those who didn't win, better luck next time.

TERADRIVE

(SegaPro)

The best Sega machine of the lot goes to Mark McHaffie from Haywards Heath. Congratulations, Mark, you are one lucky person.

GOLDSTAR TV

(Special Reserve)

Ben Marrison, Plymouth gets the 14" TV. The runners-up who each get a joypad and club membership are J Speirs, Antrim; S Hong, London, Dylan Brooks, Slough; Matthew Foster, Oxted; Dominic Lindley, Leeds; A Ebdon, Glasgow; Ross Neilson, Lymington; Jeremy Morgan, High Wycombe; Stuart Murkin, Bury St Edmonds and Paul Davis, Wolverhampton.

THE XMAS COMPO

Mitch Williams of Leicester is the (un)lucky winner of the SegaPro bundle. Now all we have to do is "gently" persuade Damian to give up his little car and we can send it out.

The winner of the Console Concepts Mega Drive prize is Andrew Lerhill, Leeds.

The ten winners of Ballistic T-shirts are Gerry Hughes, Midlothian; Richard Rudd, Stourbridge; Jonathan Mathers, Bath; C Mountford, Forres; Ian Cooper, Frome; Andrew Horwell, Hinckley; Stephen Lewis, County Antrim; William Cutler,Solihull; Steven Herbert, Swansea and Mark Brown, Pitsford.

Christopher Waller from Rickmansworth is the football fan who gets the goodies from US Gold.

Mrs L Small, High Wycombe won the Video Games Centre compo and gets the T-shirts and other items.

The ten winners of the EA compo for games and T-shirts are Stuart Bye, Basingstoke; Luigi Cecile, Leytonstone; Leigh Osbourne, Wellington; Matthew Kemp, Tamworth; Steven Harley, Birmingham; Alan Milne, Kinloss; Victor Ball, Rainham; Michael McLaughlan, Derry; Derek Allan, Inverness and Dean Mcshane, Welwyn Garden City.

The five people who have won the copies of *Populous* are Ryan Lambie, Kettering; Neil Cordell, St Albans; Robert Steele, Chatham; Grant Herbertson, Carlisle and Gordon Crawford, Livingston. The ten runners-up who have won Tecmagik goodie bags are Andy Robinson, Woking; Terry Grant, Forres; Jamie Meighan, London; N Jackson, Scarning; Stephen Davidson, Skeith; D Folwell, Buxted; Neil Giles, Bristol; Paul Sparkes, Bristol; Kieran Soffe, Bristol and Clifford Fox, Chalfont.

The winner of the Game Gear and *Ninja Gaiden* from Kingbit Games is Chris Marsh, Bristol.

The winners of the *Pit-Fighter* T-shirts from Domark are Alistair Hedge, Kings Lynn and Jonathan Dodd, Chesthunt.

The two people who have won the TV Games goodie pack are Nigel Bradshaw, Washington and Paul Butterworth, Todmorden.

Finally, the KC's Console Magic bundle will be winging its way towards Ricky Smith, Sleaford.

All the prizes should have already been dispatched to you but if for some strange reason you haven't got it, then give Di Tavener a call on (0225) 765086 and she'll go after the guilty parties. Gulp!

PROCHARTS

Compiled with the gracious help of Console Concepts, Kingbit Games and TV Games. (NR = not ProReviewed.)

MASTER SYSTEM

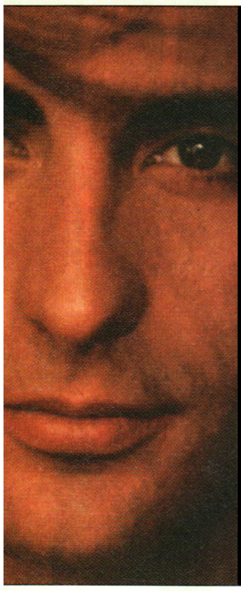
1	1	James Pond II – RoboCod	95%
2	NE	California Games	78%
3	4	Streets of Rage	NR%
4	3	Sonic the Hedgehog	NR%
5	2	John Madden 92	93%
6	6	Quackshot	95%
7	RE	EA Hockey	NR%
8	NE	Tecmo World Cup 92	69%
9	7	Golden Axe II	76%
10	RE	Devil Crash	92%

GAME GEAR

1	1	Sonic the Hedgehog	96%
2	2	Donald Duck	90%
3	3	Ninja Gaiden	71%
4	NE	Joe Montana Football	85%
5	RE	Castle of Illusion	NR%
6	8	Shinobi	NR%
7	NE	The Berlin Wall	92%
8	NE	Space Harrier	74%
9	RE	Wonder Boy	NR%
10	4	Super Monaco GP	NR%
1	1	Sonic the Hedgehog	96%

MEGA DRIVE

2	2	Donald Duck	94%
3	RE	Castle of Illusion	NR%
4	NE	Super Kick Off	90%
5	NE	The Flintstones	73%
6	3	Psycho Fox	NR%
7	NE	Out Run Europa	91%
8	NE	Ghouls 'n' Ghosts	NR%
9	NE	Shadow Dancer	74%
10	10	California Games	NR%



coming out in June.

Here's a whisper for you. Someone in London has just won a big cartoon licence, but I can't mention what it is yet. (Grandslam's lips have been sealed.) Although a little birdy has mentioned to me something about Tom and Jerry coming out soon on Sega.

Speaking of Grandslam, how does Nick Faldo avoid the rough? He gets Grandslam to program his own golf game. It should be out later this year on all formats and is well worth looking out for.

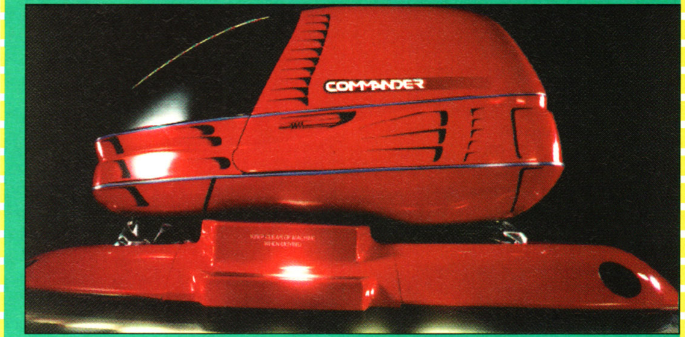
Just to prove that this recession hasn't hit everybody, we have heard of a couple of new shops springing up. TV Games II and Kingbit Games I will be opening shortly. Also, it is known that Console Concepts are looking to expand their business into a chain of shops. Watch this space for more details.

To tie in with the second repeat showing on television, US Gold have leaked out news that they are still going to release *Godfather III* on all formats. Of course, they don't know exactly when, but it could even be early 1993.

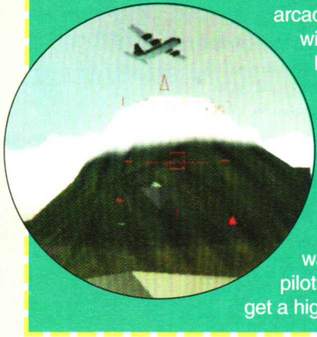
Don't forget, as the old saying goes, never trust a man with bigger ears than your own...

REDIFFUSION TAKE COMMAND

You've heard of Virtual Reality and all the other "future systems" being heralded as the "new force in entertainment". Well now Rediffusion, more famous for TVs and videos, have come up with a system they say will beat them all.



The Commander is being touted as the world's first interactive public entertainment simulator. The two seater capsule will end up costing £40,000-£45,000, so it will only appear in the bigger arcades. The machine is to be launched in May with world famous software developers LucasArts handling the software. The hydraulic capsule can be used to simulate any vehicles from aircraft and spaceships to submarines and tanks, so watch out for something special.



The latest arcade phenomenon from Rediffusion is based on the same hardware that the military use when training pilots. (Watch out for recruitment people if you get a high score.)

IT'S JUST NOT FAIR

Here we go again with the dates of the All Formats Computer Fairs.

On February 23, the West Midlands fair will be held at the National Motorcycle Museum, off junction 6 of the M42. On March 8, the Scottish fair will be held at the City Hall, Candleriggs in Glasgow. On March 14, the London fair will be at the Horticultural Hall, Greycoat Street in Westminster. On March 15, the West fair is in the Brunel Centre, Temple Meads, Bristol.

Admission to all the fairs is £4 and they are open from 10am to 4pm. As usual, SEGAPRO readers will be able to get in a little cheaper if they use the voucher below

BRUCIE BONUS

£1 OFF

This voucher entitles the holder to £1 off the entry fee to any of the All-Formats Computer Fairs held between February 23rd and March 15. For details dial 0225 868100 and shout for John.

SEGA pro

Only one voucher per person. Offer exclusive to SEGAPRO. No copies accepted. Not exchangeable for cash or other merchandise. This voucher cannot be used in conjunction with any other promotional offer. Cash value 0.001p. Offer ends 15.3.92.

SEGA ARE BEST: IT'S OFFICIAL

This will come of interest to all of you who are suffering because your friends, who obviously know nothing about video games, keep on about how Nintendo are better than Sega and all that rubbish.

Well, in a recent survey of 26,000 gamesplayers in America, 88% of people thought Sega had the better games and hardware. (And that doesn't even include the CD stuff.)

In the hand-held competition, 92% went for the Game Gear as opposed to the monochrome Game Boy's 8%. So next time your friend says that the SNES is better than the Mega-CD, tell him where to get off, he obviously doesn't know what he is talking about.

GAME GEAR
SEGA

Tests prove that 9 out of 10 hand-held players prefer the Game Gear (according to Sega of America, of course).

THE GIGADRIVE GIG

In a recent interview in the computer trade paper, the cunningly-titled Computer Trade Weekly, the President of Sega US not only did a great job of selling Sega, but also let slip a few details about a new Sega machine.

MEGA-CD
SEGA

The Mega-CD: only just out in Japan, but soon to be superseded by a new Sega machine.

He said that work *has* started on a new system to succeed the Mega Drive. Before you get too excited, though, the product will not emerge until late 1993 at the earliest, but the machine promises to be worth waiting for.

Asked whether the machine would be 32-bit as rumoured, he replied "Maybe, maybe more". The machine will be based on an optical storage system (ie, big and fast) but Mega-CDs and even MD carts will run on it. Can you wait?

PRODATES

23/2/92	All Formats Computer Fair	W. Midlands
25/2/92	Gamesmaster	Channel Four
28/2/92	Two Crude Dudes (MD)	Japan/USA
28/2/92	RoadBlasters (MD)	Japan
28/2/92	Cosmic Fantasy Stories (CD)	Japan
3/92	Flight of the Intruder (TD)	Japan
3/92	Slimeworld (MD)	Japan
3/92	Shadow of the Beast (MD)	Japan
3/92	Die Hard (GG)	UK
3/92	Corporation (MD)	USA
3/92	Pigskin (MD)	USA
3/92	Pit-Fighter (MD)	UK
3/92	Art Alive (MD)	UK
3/92	Challenger joystick (MD)	UK
3/3/92	Gamesmaster	Channel Four
6/3/92	Battle Mania (MD)	Japan
6/3/92	Baseball (TD)	Japan
8/3/92	All Formats Computer Fair	Scotland
10/3/92	Gamesmaster	Channel Four
14/3/92	All Formats Computer Fair	London
13/3/92	ToeJam & Earl (MD)	Japan
15/3/92	All Formats Computer Fair	Bristol
17/3/92	Gamesmaster	Channel Four
19/3/92	SEGAPRO#6 on sale	UK

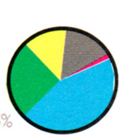
Key: CD = Mega-CD, MD = Mega Drive, MS = Master System, GG = Game Gear.

Remember: The dates are complied in good faith and are merely guides as to what should be out on the said days. However, the console world is a beautiful but strange place. Even the best plans of Sega go awry, and these dates may not be met. So when Mr Shopkeeper says: "I'm afraid we won't have *Pit-Fighter* till next week", take his word for it, don't start your next sentence, "But it says in SegaPro...".

WE KNOW YOU SO WELL!

In the bumper Christmas issue, we ran a questionnaire which thousands of you took time to fill in – thank you. Perhaps you saw it as a vehicle for expressing your thoughts on your favourite Sega magazine; or perhaps it was the lure of winning a Sega game. Whatever the reasons, following are the results – some surprising, some expected, some irreverent.

Who reads SEGAPRO?



Male: 95%
Female: 5%

0-8	9-12	13-16	17-24	25+
2%	14%	43%	26%	15%

Although 27% of you keep your copy of SEGAPRO to yourself, the remainder (almost three quarters of SEGAPRO readers) share, on average, the magazine between two and three other people. How generous.

On that basis around 120,000 people each month get to see a copy of SEGAPRO. You are not alone.

Machine ownership

Master System = 25%
Mega Drive = 56%
Game Gear = 19%

Despite there being an absolute wealth of Master Systems in circulation – at least twice the number of Mega Drives according to Sega – it would seem that many are kept locked in cupboards. A crying shame considering the shower of excellent software at present.

An impressive 14% of you have got more than one Sega console. And considerably more are contemplating upgrading from a Master System to a Mega Drive or purchasing the Game Gear to compliment your existing console.

A quarter of Mega Drive owners reckoned they would buy a Mega-CD.

Cart ownership

1-4	5-8	9-12	13+
48%	30%	15%	7%

According to Sega's research, the average number of cartridges owned by Sega console owners is five. The questionnaire revealed something very similar; the average number of cartridges owned is 5.7.

No surprises here: the overall favourite cart by far is *Sonic the Hedgehog*.

When buying games, 95% of you use the reviews in SEGAPRO together with adverts, playtesting the game in a shop and friends' recommendations when making a purchase decision.

Incredibly, of the 95% that look to SEGAPRO's reviews for guidance, 37% of that group rely solely on reviews in SEGAPRO when making a purchase decision. Wow!

21% mail order
68% shops
11% from both sources

Favourite sections in SEGAPRO

1. ProReviews
2. ProTips / Big in Japan
4. ProViews
5. ProNews
6. ProTest
7. Competitions
8. Game Over
9. ProScores

The results aren't wholly unexpected. However, Game Over caused a surprising stir. Those that enjoy it, follow it passionately; while those that think it spoils the ending sequence, detest it immensely. For now it stays! But if you feel strongly enough about it, write to ProTest at the usual address. As for the other poor performer... its days are numbered.

Covered-mounted gifts – your thoughts

A staggering 99% of you liked the SEGAPRO cheats booklet bundled with SEGAPRO#3. Most of the remaining 1% that didn't like it, inexplicably didn't receive it and consequently couldn't comment. The remainder are mostly bankers.

Furthermore, 97% found the book useful to some degree and an overwhelming majority (89%) thought it worth paying extra for.

Your comments regarding other possible gifts ranged from plausible to preposterous via possible and perhaps not. A taster of the stranger requests:

A Mega Drive – Jon Ranwell, Reading
Anything – David King, South Harrow
A hat – T Howard, Exeter
Compilation of peoples' high scores – Richard Smith, Bletchley
Tips booklet (?) – Simon Haycock, Monkton
Something really interesting – Maria Teyes, Crewe
No ideas yet – Daren Sumner, Chorley
Customising stuff – Mathew Walker, Hants
MM2 jiffy – Stephen Amos, Basildon
Glow-in-the-dark condoms – Darren Whitehouse, Kent
A £50 note – Philip Powell, Cheshire

Ho hum. Your comments have been noted and you can expect to see some of the more sensible items you've requested appearing on a cover of SEGAPRO near you soon. In fact, sooner than you think... On the bumper Easter edition due in late March you'll find a fantastic fully-functioning sports LCD watch. No joke! It's the biggest ever giveaway on a magazine and it could be yours if you pick up the next issue.

The end is near...

Many thanks, once again, to all who took time to reply to the questionnaire. All the information you have provided us with means that we can craft the magazine exactly to your taste. After all, it's your magazine. Before we go, a few of your choice comments on SEGAPRO.

"More screenshots please" – Alex Kaung, London
"The best" – Camilo Spiteri, Harrow
"Please print weekly, not monthly" – Simon Petruccelli, Wednesbury
"Brilliant" – Maxine Cook, Newcastle
"Have you got a cheat for Alex Kidd in Miracle World" – Philip Connerlly, Manchester
"Completely amazing mag" – Ryan Neck, South Wales
"Great mag. I'd die if it went bust" – Ryan Drakeley, Solihull
"Original, informative sections set SEGAPRO apart from other mags" – Duncan Sinclair, Ely
"Stands out a mile" – Bobby Parmar, Southall
"Wicked" – Gary Tossell, Bristol

And the winners are...

The following lucky five – being the first out of the big questionnaire sack – win a copy of one of the latest Sega games. The carts are on the way and may well be with you by the time you read this.

Adam Ryan – Morden, Surrey
Andrew Cox – Midlothian, Scotland
D Graham – Carlisle, Cumbria
Joanne Alexander – Ballyclare, N Ireland

DON'T RUN THE RISK OF MISSING AN ISSUE OF SEGAPRO

Newsagents are selling out fast of Britain's biggest, brightest and best-selling Sega magazine, so ensure that you get your copy each month by either subscribing (see our great offer on page 66) or by handing your newsagent the completed form below.

DEAR NEWSIE!
Please reserve me a copy of SEGAPRO each month.

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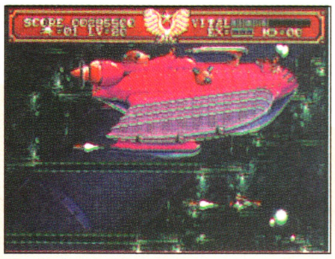
NEWS FROM JAPAN



Do you like what you see? It's one of the latest shoot-'em-ups on the Mega Drive. The six stage game features some absolutely staggering graphics and delicious between-level animation sequences. Believe it or not, it's not the next Mega-CD title; just another fabulous 8Mbit cartridge offering. The name of the game is untranslatable, but essentially you fly an aircraft called Imamio Thunder which – with the right power-ups – turns into a zeppelin. As ever, the idea is simply to shoot everything that gets in the way. This looks as though it's going to give the mighty *Thunderforce III* a run for its money.

TWO NEW CD-BASED SEGAS ON THE WAY!

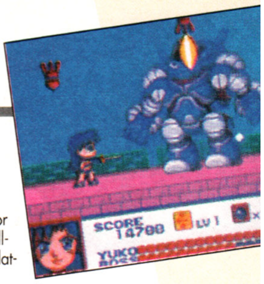
With the Mega-CD only just getting on its feet, Sega and JVC already have plans for more CD machines. Both companies plan to release a CD-based machine within the next six months, and both will be totally Mega Drive compatible. These machines will not create a new format, they will merely give the potential Mega-CD buyer more of a choice of machines.

Sega's new machine will be the much-rumoured combination of a Mega Drive and Mega-CD in one. Although most people expected Sega to wimp out and effectively glue the two machines together, Sega have surprised everyone by totally redesigning the unit.

The new Sega machine, provisionally called the Super Mega, will be approximately 28cm (W) x 16cm (D) x 3cm (H). It contains all the brains of the Mega Drive and CD but is packed into a much slicker box, resembling something like the recent PC Engine CD, the PC-Duo. Like the Duo, the CD will have software AND external controls for the CD player. This means, unlike the Mega-CD, you can use the CD player without having the machine attached to a monitor. This is the Mega-CD's only criticism, so it's good to see Sega attending to the problem so quickly. The CD is also a top-loader, very much like a portable CD player.

There's very little more you can say about it, bar the fact that it will do exactly the same job as the present kit, but in a much more attractive case. Sega hope to release the whole unit around June-July.

While Sega are aiming their unit at current gamesplayers (and subsequently it will be available through normal console shops), JVC are most definitely pitching their unit at hi-fi buffs.



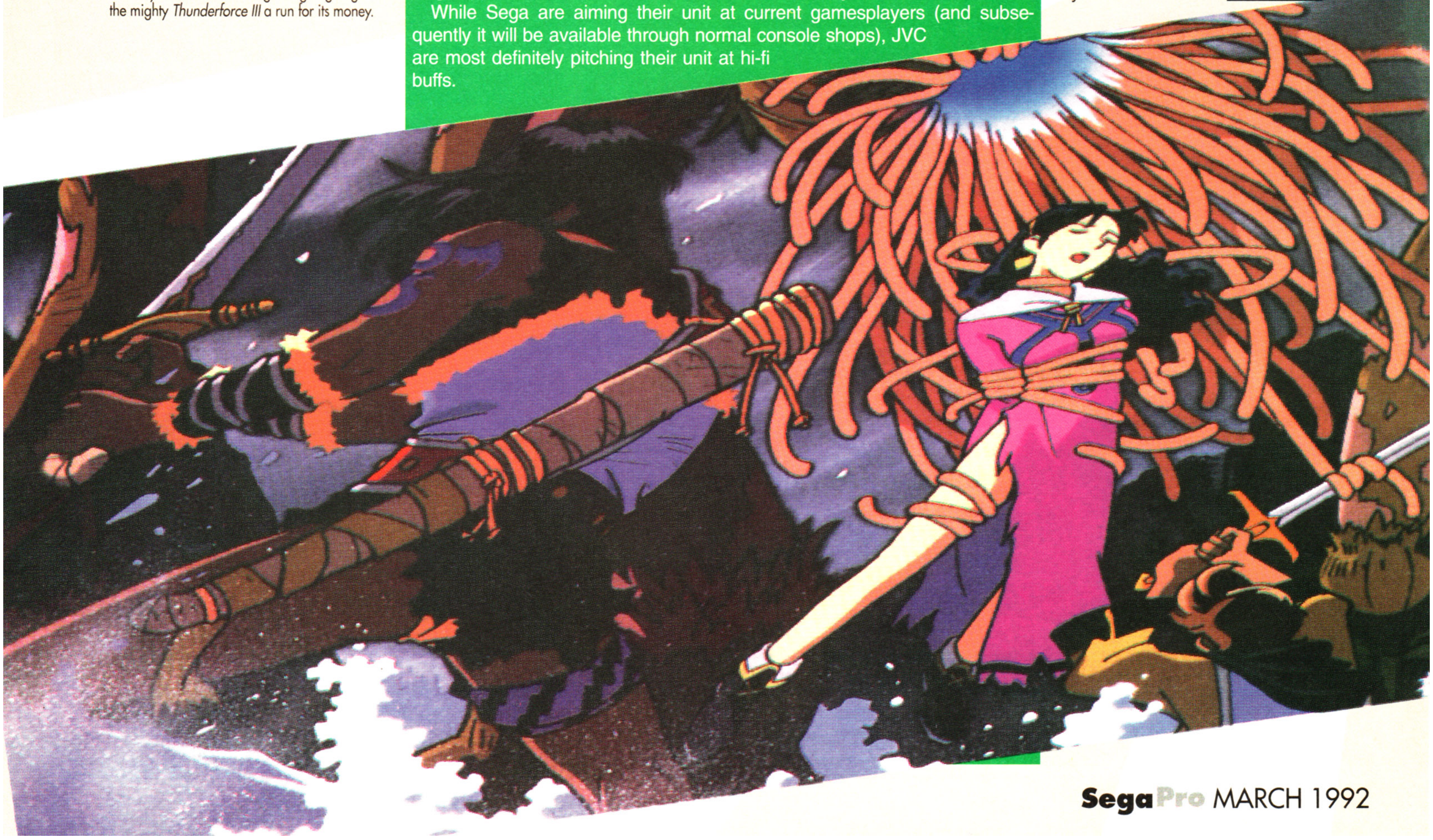
GG players are in for a treat soon as an all-colourful dinosaur platform game hits the hand-held next month. Unfortunately, it's name isn't translatable, but I can tell you that the graphics are completely brilliant. You play a stumpy warrior who has the ability to transform into a dinosaur whenever he likes. As a fighter, you have swords, shields and armour to collect. You can swap pearls for gold, which are found in the many oysters in the water levels, and then upgrade to the most desirable metal, Mithril. Not only is there a colourful village to explore, but a huge castle where the one who gave you this curse

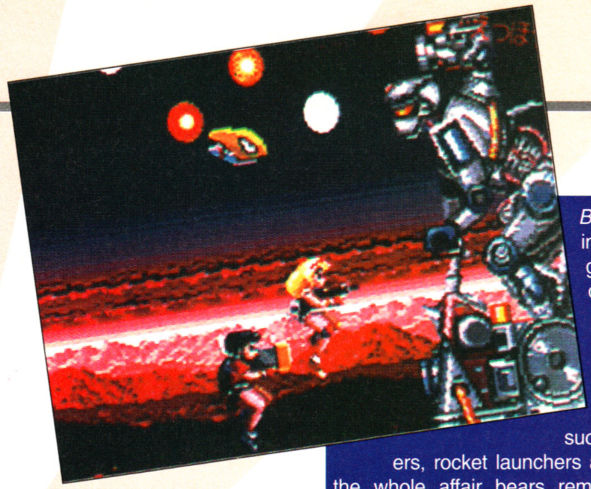
BACK SEAT VIEWERS

First there was the Game Gear, then the TV tuner, now Sega have developed a car antenna so that you have perfect TV reception wherever you go. The whole package can be bought under the collective title of the Cockpit TV and with this you get the car aerial, TV tuner, car power adapter and a copy of *Out Run*.

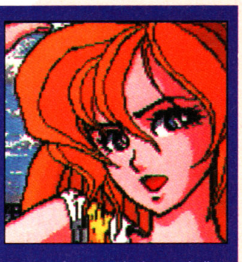
Now Japanese parents can enjoy trouble-free motoring with the kids kept quiet watching their favourite cartoons. The car antenna should be arriving over here later this year.

COCKPIT TV
CAR ANTENNA

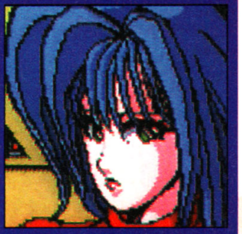




BATTLE BOUND



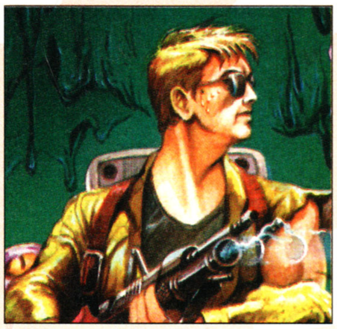
These are the buxom belles you must take into battle. Don't mess with these broads else they'll blow you away.



Battle Mania is an incredible two-player game featuring two delectable female warriors with bad attitudes. On offer are the usual amount of destructive weapons, such as napalm throwers, rocket launchers and phasers. In fact, the whole affair bears remarkable similarity to *Forgotten Worlds.*

From what we've seen, the graphics look stupendous with loads of colourful guardians and spectacular backdrops. Some of the end-of-level guys defy belief, such as the exercise bike robot on level three.

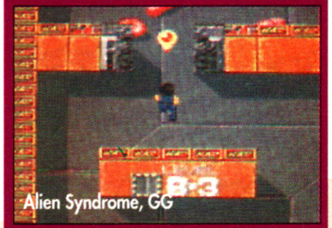
Battle Mania is a horizontally scrolling kill everything game with some great characters and more challenges than you can possibly imagine. It should be available from importers in March on a 4Mbit cart, so frenzy fanatics get saving.



It's melt or be melted in the fantastic ghost/blob buster action game *Slime World,* available soon on the MD. Armed only with a trusty slime thrower, Todd must descend into the filth and deal with all manner of exotic and gunge-spraying monsters. The Lynx version was mind-blowing but you will have to wait a few months before you can judge the two.

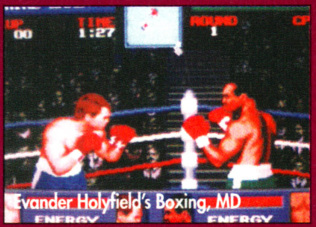
NIP BITS

● *Steel Talons* – a futuristic 3-D combination shoot-'em-up with plenty of adventuring from Tengen – is in the early stages of development for the Mega Drive. It looks hot and as soon as we have any more information on it... you'll be the first to know.



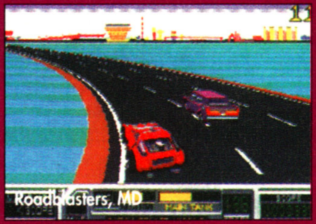
Alien Syndrome, GG

● Expect to see *Alien Syndrome* on a Game Gear near you soon. This oldie has been given a much needed lease of new life. The graphics look exceptional. Let's hope there's gameplay to match.



Evander Holyfield's Boxing, MD

● *Evander Holyfield's Boxing* on the Mega Drive is Sega's next major licence. From what we've seen, it's going to be absolutely mind-blowing. The graphics are huge and everything moves around spectacularly smoothly. It's been rumoured that Sega are going to try to release the game simultaneously around the world. We wait...



Roadblasters, MD

● Although scheduled for release in June in Europe, the Tengen coin-op conversion of the great *Roadblasters* is out now in japan. It's one of the better versions to have appeared and contains 50 waves of road-blasting, tigger-tickling foot-pumping action.

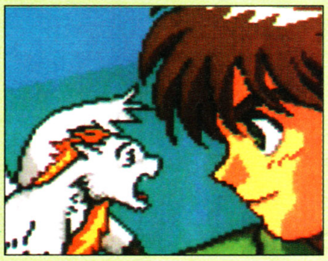
STARS IN THEIR EYES

Lunar: The Silver Star is destined to become a classic RPG on the Mega-CD and judging by the hype over here in Japan, it already has. Jap games magazines have seldom missed an opportunity to advertise it and regularly do a six-page feature on *Lunar.* But what is all the fuss about?

Lunar is a MASSIVE adventure. The maps I have seen prove just what a daunting task it is. For example, the mountain range in the northern hemisphere is as large as most UK RPGs and that's only a tiny section of one country. Get the picture?

As Lunar you must recruit a party and find the Silver Star. The game is viewed from the air as in *The Faery Tale Adventure* and all the party members are visible as opposed to just the leader.

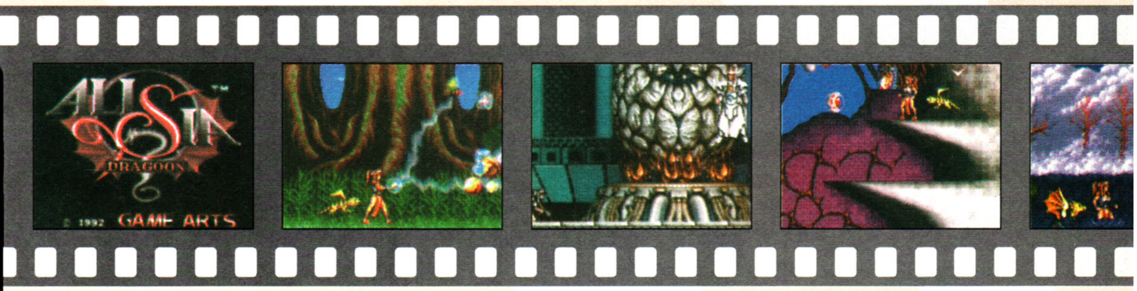
Landscapes vary from boiling lava pits to the freezing climate of the Arctic circle, as well as over 50 cities that hold the clues to the quest. The actual graphics in the game are surprisingly good and the animation on some of the creatures is nothing short of breathtaking.

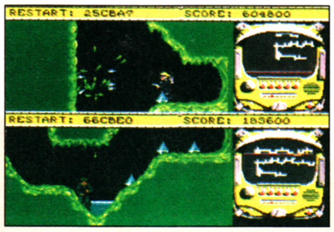


But what makes *Lunar* so appealing is the humour. With games like *Earnest Evans,* the full screen animation between levels always has stern-faced rogues talking tough and pointing to the next valley. *Lunar's* sequences are full of jokes and funny characters, such as the boat masters whose double entendres make even Finbar Saunders seem tame.

Romance also blossoms between two of your party members so you must endure the love talk they constantly spout. All together, *Lunar* is a comprehensive package with more challenge than Jazza has in his little finger.

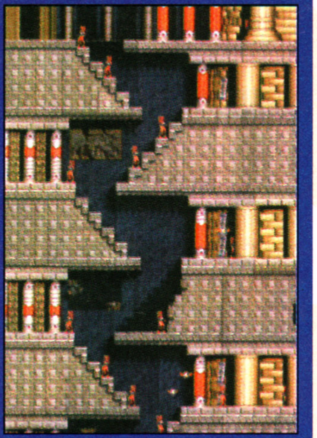
NEWS FROM JAPAN





Todd's Adventure in Slimeworld, as mentioned on the previous page, is coming out for the Mega Drive fairly soon. The game is a one or two (simultaneous) jaunt into a gooey, puss-packed land. It was a smash on the Atari Lynx; it can't fail to be a hit on the MD... can it? The 4Mbit cart is Micro World's first efforts on a Sega Machine, so it's going to have to be good if they're to have any future in Sega software development.

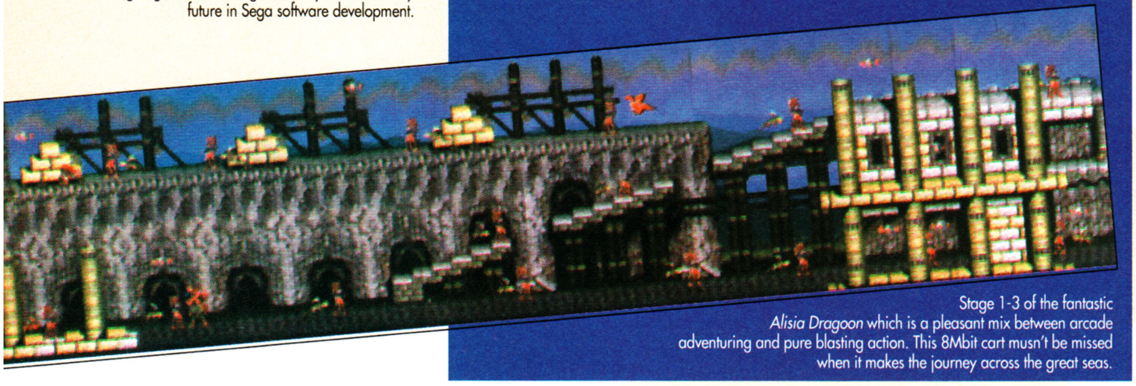
DRAGOON BAFOON



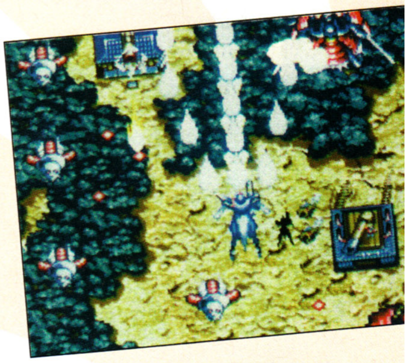
Alisia Dragoon is a *Valis* lookalike with slick, detailed graphics and some nice monsters, but is basically just another platform beat-'em-up.

The stages are large, with some amazingly well-designed backdrops, like a half-constructed cathedral and an eerie temple. You play Alisia and through the use of fire, water and ice you must conjure the elements to aid you in your quest. If you get tired of walking you could even take a quick ride on a hover skimmer and blast those ugly beasts from the air.

Alisia Dragoon is on an 8Mbit cart and will be available in a couple of months on import. Everything looks good so *Valis* fans should watch out for it.



Stage 1-3 of the fantastic *Alisia Dragoon* which is a pleasant mix between arcade adventuring and pure blasting action. This 8Mbit cart musn't be missed when it makes the journey across the great seas.



NOBUNAGA IS ALESTE

Anyone remember *Aleste* on the MD? You do, well after the hugely successful GG version (reviewed this issue), plans for the CD version have finally been realised. However, for some inexplicable reason, the programmers have chosen to call it *Nobunaga and his Ninja Force* (not to be confused with the RPG *Nobunaga vs Ieyasu*) to tie in with a Japanese TV program, Nobunaga.

The graphics are mind-blowing, as you would expect from a CD, but you can't help thinking it's a blaster wrapped up in flash and thunder.

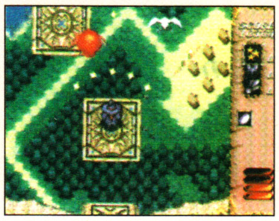
The vertically scrolling format is still present and the guardians are just as big, but apart from a stunning intro and in-game statics, it's the same game, which is a shame. If you've played the original, the CD is little different.

TWINKLE TWINKLE, LITTLE STAR

No shoot-'em-up is going to get any respect from the rough, tough trigger happy fans if it's called *Twinkle Tale* but then what do the Japanese know about catchy titles?

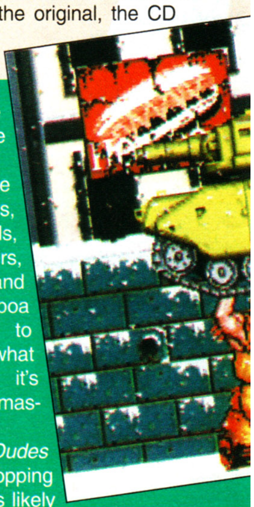
You play a wizard called Twinkle (screams of laughter) whose conjuring abilities are urgently needed by the local princess who's been captured by the evil witch.

Fairly standard graphics here with some decent guardians, such as the spider with his sticky webs, but not enough to keep anyone interested. Nowadays a shoot-'em-up should contain at least one original element, even if it's just an innovative guardian, but nothing in *Twinkle Tale* is particularly memorable – except the title.



Twinkle Tale

2 COOL 2 FOOL

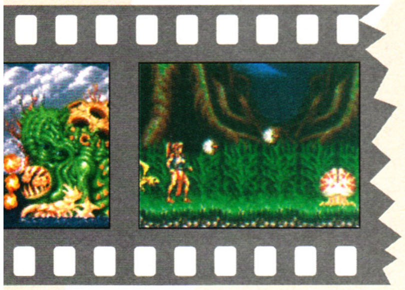


Another large release this month is *Two Crude Dudes* taken from the hard hitting coin-op *Bad Dudes*. Double trouble with two under-intelligent muscle-bound oafs who like nothing better than a big fight in the same vein as *Streets of Rage* and *Final Fight*.

It's all good fun with the brothers throwing such unlikely objects as traffic lights, out-sized boulders and even tanks! The characters are large and colourful with cartoon overtones but they lack the coin-op's definition. The basic plot doesn't really matter, all you have to do is punch, kick and strangle the various street lowlifes all over town without having your head kicked in. Thousands of enemies and multi-coloured guardians make this an appealing game for all age groups.

There are karate experts, gun-toting hoods, knife throwers, armoured cars and even a large boa constrictor to defeat. From what we've seen, it's going to be a massive hit.

Two Crude Dudes is on a whopping 8Mbit cart so it's likely to be expensive. Watch out for it on import at the end of February.

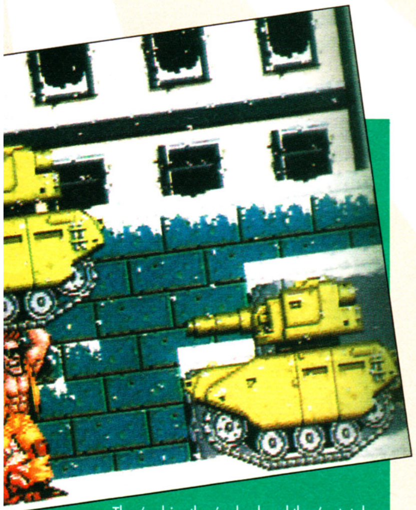


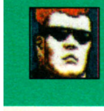
SEEDY SIGHTS

After the initial four CD games, a host of new titles are currently being made ready. The first batch includes *Lunar: The Silver Star,* a massive RPG with more depth than Trowbridge's sewers; *Electric Ninja,* a martial arts beat-'em-up; *Nobunaga and his Ninja Force,* a vertically scrolling shoot-'em-up; *Death Bringer,* a *Dungeon Master* clone with some major graphics and a decent dose of betrayal; *Rise of the Dragon,* a conversion of a PC graphical adventure; and finally *Dark Wizard,* a fantasy adventure.

MEGA DRIVE TOP TEN – JAPAN

1	Quackshot	MD
2	Fighting Masters	MD
3	Sol-Feace	CD
4	Earnest Evans	CD
5	Golden Axe II	MD
6	Heavy Nova	CD
7	Nostalgia 1907	CD
8	F-1 Grand Prix	MD
9	Funky Horror Band	CD
10	Sega RPG	MD

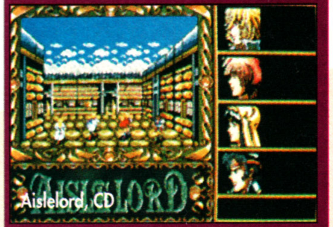




They're big, they're bad and they're totally mad – *Two Crude Dudes* will be screaming obscenities at a Mega Drive near you soon. Make sure you're ready for this one; it's going to be massive.

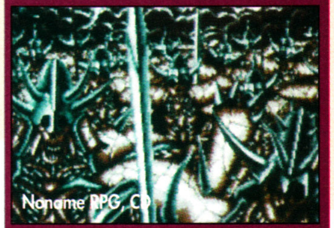
NIP BITS

● At long last – and after immense hype – *Aislelord* is finally arriving on the Mega-CD. It's a *Dungeon Master* style game with *Shining and the Darkness* graphics. You command a multi-talented party through all the dangers of a huge medieval world performing various tasks for rewards. The unusual aspect of *Aislelord* is that all your party members are on the screen at once and you actually watch them performing tasks like killing, eating or making camp.



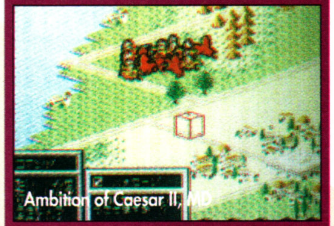
Aislelord, CD

● Together with a range of Tengen titles like *Roadblasters* and *Pit-Fighter,* the puzzle game *Popils* is about to be unleashed in Japan.



Noname RPG, CD

● Here's a still from yet another Mega-CD roleplaying adventure. The game's name is untranslatable which means the game itself will be packed with Japanese text and consequently only relevant to Japanese RPG fans.



Ambition of Caesar II, MD

● Continuing the RPG theme – *Ambition of Caesar II* is just out in Japan. Like the original, it deals with... er, Caesar's ambitions to conquer new territories and curb the development of others. It's massive (8Mbit plus memory back-up) but unplayable due to Jap text.

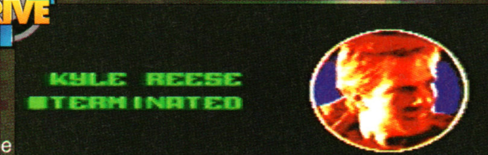
THE TERMINAT

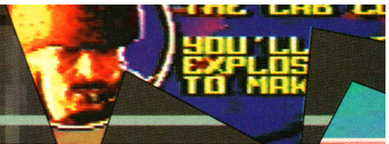
If you've already seen the Terminator movies, then you'll understand why it became such a cult film of the early Eighties. James Cameron's The Terminator was made in 1984 and was the first of a long line of big budget science-fiction films culminating more recently in Total Recall and now T2.

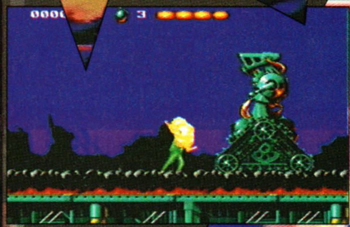
The plot concerns Sarah Conner whose unborn son will one day rescue mankind from destruction by the machines run by a defence computer known as Skynet. The computer realised that killing John Conner in its present would make no difference, the human morale was too strong. Instead, Skynet built some time displacement equipment to send a Terminator cyborg back in time. The Terminator was a hyper alloy combat chassis covered by living, growing tissue so as not arouse suspicion in 1984.

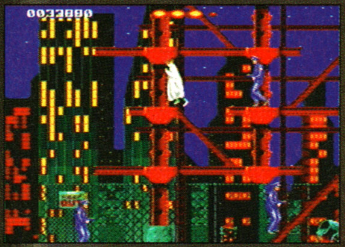
Uncovering the plot, John and a band of marines infiltrated Skynet but reached the machine too late, the Terminator had already gone through. John sent his best friend Kyle Reese in pursuit.

The final battle between man and machine will be fought not in the future, but here, tonight on your Sega...









From left to right selected shots from the first level of MD *Terminator*. The huge war machine, right, needs some bombs mindlessly directed at its head.

With the up and coming licence of *T2* from Acclaim, it was inevitable that *The Terminator* would receive the same treatment – and when you look at the action elements of the film, it really is the perfect format for a game.

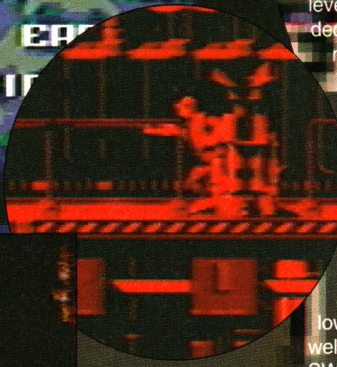
Croydon programming house Probe (previously responsible for *Sega Chess*) have been commissioned by Virgin to produce Arnie's hit game. *The Terminator* is being developed on all three Sega formats and each will be significantly different in appearance. The Mega Drive version has taken ten months to complete and it is just about ready, with June pencilled in for a Virgin release. The Master System game, which only took four months to complete, is in its final testing stage.

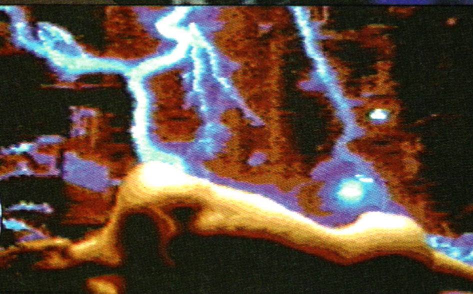
As their first MD game, *Terminator* has been something of a learning experience for Probe who chose to create the MD version first, as opposed to the MS which is common practice. In many ways, the playability on the MS is a considerable improvement on the MD which means that, for a change, MS owners are not getting a raw deal or a MD cast off.

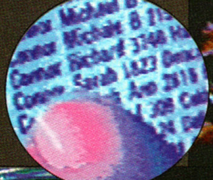
So what do you get for your money? Well, for a start an 8Mbit cart filled with superb digitised statics from the film and some of the best graphics yet seen on the MD. The main scenes of action from the film have been captured, with the first level set in 2029 and amidst the decay and post apocalypse ash. The mission is to infiltrate Skynet and plant a bomb in the central reactor. As the red warning lights come, on it's a frantic dash to the time displacement equipment for a painful trip to the 20th century.

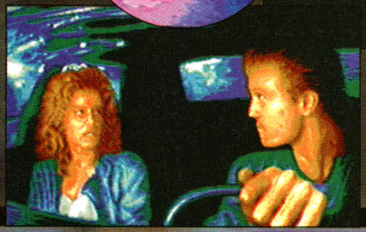
Level two has Kyle fighting for his life against the city's finest. You must recover a pump action shotgun to waste the many low lives who try to shoot you. As well as a horde of punks, the police SWAT teams use helicopters, patrol cars and semi automatics to halt Kyle before he reaches the Tech Noir bar where Sarah Conner is just waiting to be terminated. The bar provides the perfect backdrop for an all-out war with the terminator, and rapid

ERMINA
DIFFICULTY : EA
CUSTOMISE TRI
SOUND TEST
EXIT









Take a look at these fantastic statics from the film. Kyle Reese, above, arrives in LA, 1984, through a painful white light.

"It can't feel remorse or pity and it absolutely will not stop... ever." Kyle explains the Terminator's purpose to Sarah during a high speed chase. Above: The Terminator searches the phone directory for the name Conner.

PROFILE

THE TERMINATOR ● VIRGIN ● £TBA ● OUT JUNE	
DEVELOPERS	Probe Software
PERSONNEL	Dave Perry (code) Nick Brooty (art)
CART SIZE	2Mbit
FEATURES	n/a

ASHES OF THE NUCLE

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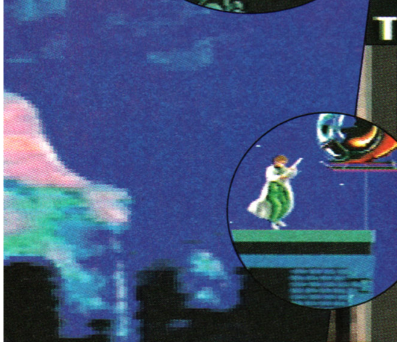
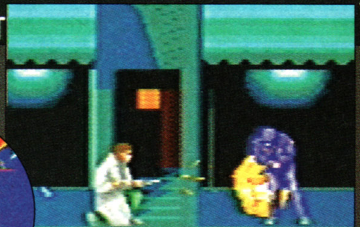


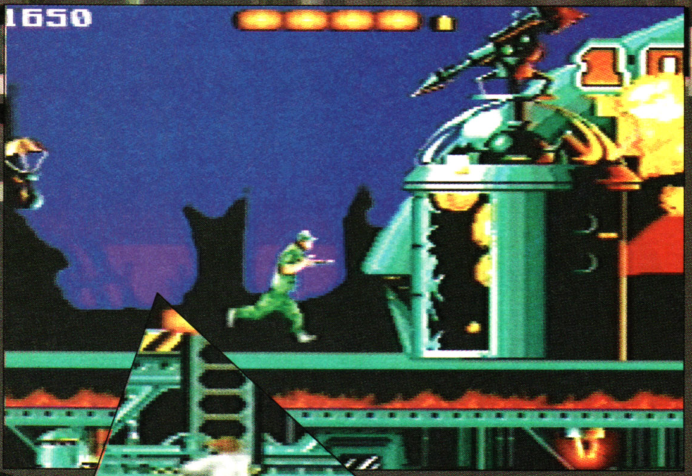


TOR

shots to the head and chest will keep him down long enough to grab Sarah and run.

Accompanied by an amazing static is the police station where Kyle and Sarah are held after a high speed chase with the cyborg. As the killer stalks the corridors slaying countless officers, Kyle must break from his cell, avoid the terminator and liberate Sarah from certain death. This level features some particularly smooth animation, a good example being the US flags on the roof. As the game races to its terrifying conclusion, you are thrown into the factory facing the bare endoskeleton of cyborg. With your last ounce of strength, you must destroy the terminator in the crusher – just like in the film.

From our sneak preview of this awesome game, SegaPro can assure all Terminator fans that Probe have produced one of the best film tie-ins ever seen. The amazing statics, which are an integral part of the game, were taken from the film using an Amiga and a real-time frame grabber, and they certainly help to convey the dark atmosphere.



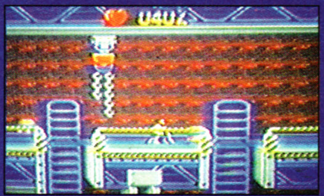
The format is a horizontal scrolling shoot-'em-up with a cracking soundtrack from a company called Crysilis and their sonic supremo Mat Furniss. Although an 8Mbit cart will mean a hefty price tag, *The Terminator* looks worth every penny.

MASTER SYSTEM

GAME GEAR

MASTERING THE TERMINATOR

The MS version, hopefully arriving a month or two after the MD one, will also be something to shout about. Take a swift look at the screen shots accompanying this preview. Pretty slick, eh?



All the film statics are included, although a little less well-defined, and each level follows the same lines. There's amazing animation on the central character and Probe have even managed to keep the racing pace. The graphics look to be some of the best so far, with the detail on the Tech Noir level out of this world.

Plans for the Game Gear are also afoot and Probe assure us that this will not be a straight port. Instead each of the story screens and sections of the game that would look too small are going to be styled to fit.

From your first glimpse of the stranded Sarah, it is clear that this is a major contender for game of the year and when it comes out in the summer, *The Terminator* will be THE game to add to your collection.

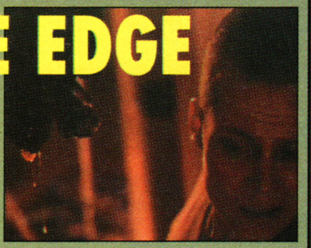
Wanted dead or alive: the team behind *The Terminator* with manager, Neil Young (right).

PROFILE

THE TERMINATOR ● VIRGIN ● £TBA ● TBA

DEVELOPERS	Probe Software
PERSONNEL	Do"mini"c (code) Mark Knowles (art)
CART SIZE	2Mbit (8K RAM)
FEATURES	n/a

HAVING THE EDGE



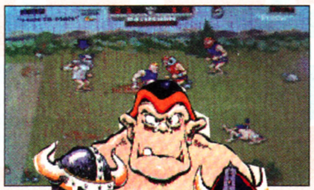
Not resting on their laurels for a second, Probe have also been working on a list of hit titles including *Alien III* and the devastating *Smash TV* for Acclaim's new Sega label Flying Edge. Work on both titles is in an advanced stage with the release of Sega *Alien III* hopefully coinciding with the general release of the film this summer. If you love *The Terminator* then *Alien III* is just as hot, sharing the same graphic artist and Probe's "most trusted programmer".

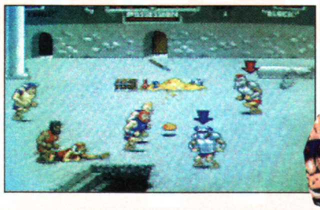
Both games will be on 4Mbit carts and hopefully we'll be fully previewing them next issue.

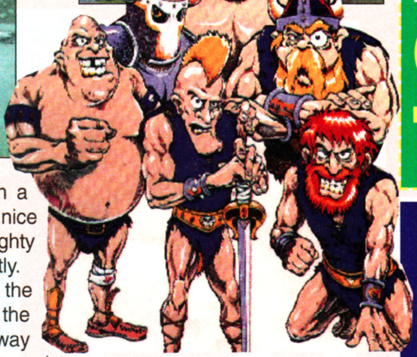
The android's blood was warm pasteurised milk.

PIG OUT!

Fans of the Bally Midway coin-op *Pigskin* will be glad to hear that American software company Razorsoft are releasing it on Mega Drive in March. Its official UK release date is vague to say the least, as Sega Europe didn't grant Razorsoft a UK licence. Still, this classic game should be available through your normal grey importer.







Pigskin is a football game with a difference. Instead of players in nice football colours, you control mighty warriors who don't take losing lightly.

Two players can compete in the dirtiest sport ever. Tactics go out the window as you slash your way through the opposition with no regard for the few rules that there are. The price and exact date have yet to be confirmed but we are hoping to get a review for next issue.

OH NO, THE LEMMINGS

Yes, the curse of the software industry are back. Those cute loveable creatures with a death wish hit the Mega Drive next month.

The aim of the game is simple; guide as many Lemmings as possible through to an exit. You'll have to be devious, though, as these guys don't hang around. They'll quite happily wonder off and jump into an acid pit or fall off a cliff if you aren't careful.

The game is infuriatingly addictive and has already spawned a sequel to the computer version – *Oh no, more Lemmings* – which will hopefully appear later this year. Get ready to be hit by Lemmingsmania soon.

ODDS AND SODS

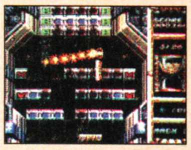
At the end of February, Sage's Creation are releasing *Star Odyssey*, a sci-fi RPG space adventure. It features animated battle scenes and digital voice synthesized magic spells (which means there's some speech in it!).

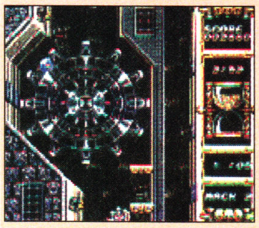
The game is so big and complex that a special tips book is being given away with it. It comes on an 8Mbit battery-backed cart, so get saving your pennies now for this one won't be cheap.

CREATION VACATION

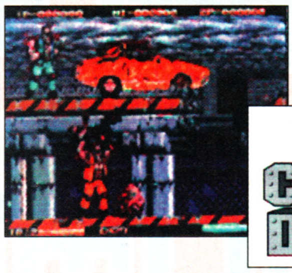
In America, Sage's Creation are releasing *Battlewings*, a seven level blast frenzy in the style of the Buck Rogers comics. Way before our time, but the publisher assures us that they were the in thing about the same time that someone called Tony Blackburn was popular.

As well as *Battlewings*, Sage's Creation are releasing *Devilish*. This is a *Break-Out* clone that appeared on the Game Gear a while back. It has eight stages but the action is constantly changing. If you think *Break-Out* is *Break-Out* then just wait till you see this.





2 CRUDE 4 U?



Get yer finger outta yer nose and listen up. The crudest, baddest guys are coming for you. The dudes in question are badass mercenaries out to save New York City from the terrorists.

One or two players can take part in this frantic action game featuring huge graphics and a lot of humour (with a title like *Two Crude Dudes* you don't expect a serious RPG now, do you?). *Two Crude Dudes* will be out late in February and will be reviewed next issue so get ready to rumble as the original crude dudes, Les and Damian, give it the SegaPro treatment.

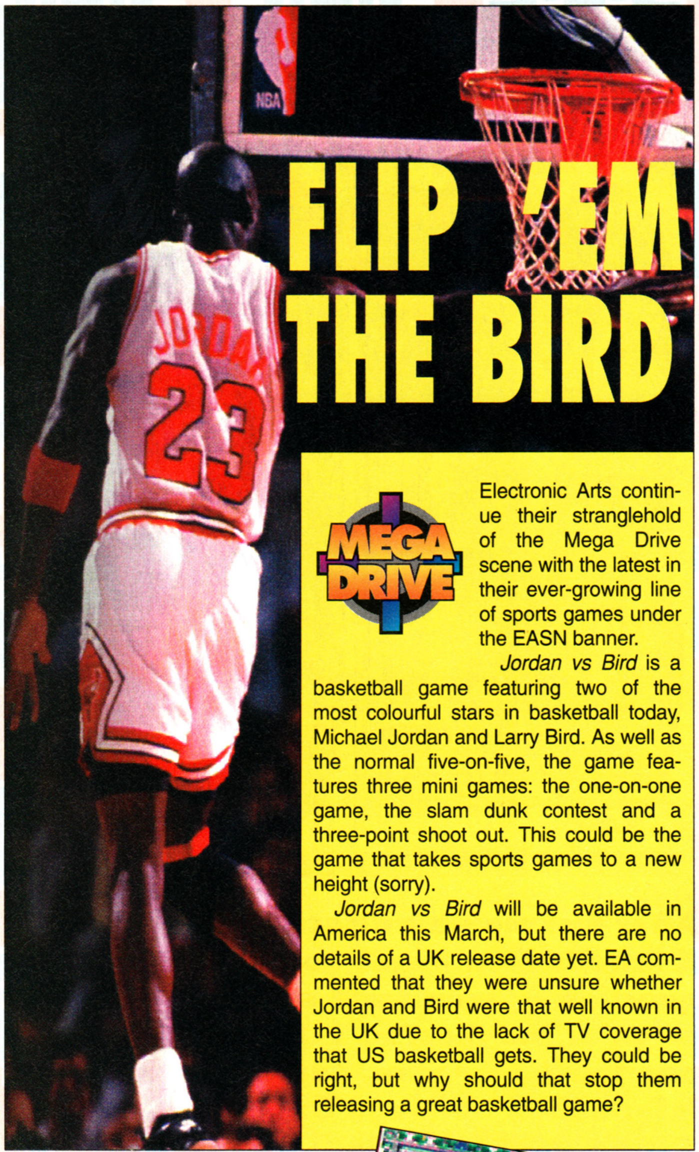
DATA EAST
SEGA
TWO CRUDE DUDES

TIME TO DIE AGAIN

We extensively previewed *Die Hard* on the Master System in SegaPro#1, but Sega have been up to their normal tricks and the release date for this was vague to say the least.

Well, now everyone will know that the game is finally due for release in March(ish). You play the role of Bruce Willis as you run around the Nakatomi building blowing away terrorists and generally enjoying yourself. The price will be £29.99 so keep an eye out.

FLIP 'EM THE BIRD

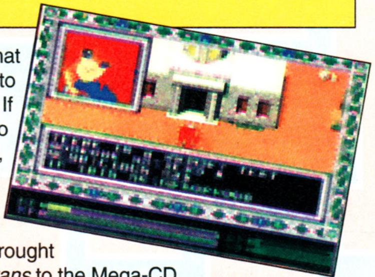


Electronic Arts continue their stranglehold of the Mega Drive scene with the latest in their ever-growing line of sports games under the EASN banner.

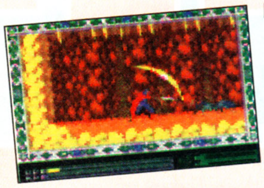
Jordan vs Bird is a basketball game featuring two of the most colourful stars in basketball today, Michael Jordan and Larry Bird. As well as the normal five-on-five, the game features three mini games: the one-on-one game, the slam dunk contest and a three-point shoot out. This could be the game that takes sports games to a new height (sorry).

Jordan vs Bird will be available in America this March, but there are no details of a UK release date yet. EA commented that they were unsure whether Jordan and Bird were that well known in the UK due to the lack of TV coverage that US basketball gets. They could be right, but why should that stop them releasing a great basketball game?

RENOVATIONS IN MARCH



No, this doesn't mean that the builders are coming to the SegaPro offices. If you don't know who Renovation are by now, then you obviously don't read SegaPro closely enough. They are the American arm of the clever people who brought *Earnest Evans* to the Mega-CD.

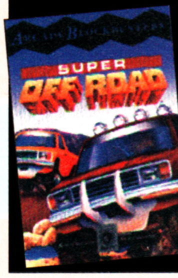


Not satisfied with dominating the Mega-CD, Renovation are now concentrating on normal carts too. *Exile* is among their February releases (which include a cart version of *Earnest*). Hailed as an interactive RPG with intense hand-to-hand combat, *Exile* should appeal to just about everyone. Look for it via a grey importer around the end of the month.

HARDER DRIVING

Ballistic are releasing two very different racing games in March. The first, *Test Drive II,* is being heralded as the ultimate driving simulation, and while we wouldn't go that far without seeing it, we do agree that other versions of the game were brilliant. Subtitled *The Duel,* it features the fastest and meanest street legal cars that most people (magazine publishers excepted) can only dream about driving.

At speeds often in excess of 180 mph, *Test Drive II* is a 3-D racing experience with different courses to test you to the limit. It comes on an 8Mbit cart so get ready to race.



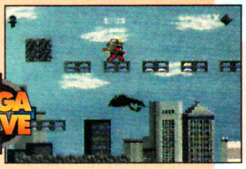
Ballistic's second release is racing of a different sort. *Super Off Road* features the big wheeled trucks from America racing over circuits with jumps, pot holes and all manor of obstacles. Four players can compete at once, although this is slightly misleading as two of them must be computer controlled. There are eight different tracks which are raced over in each direction to make 16 different track configurations.

The official release date for both these games is March 18. No prices have been announced yet, so look out for the hot reviews next issue.

ALL MOUTH, NO BALLS

Due for release soon in the US is *MLBPA Sportstalk Baseball*, following on from *Joe Montana II: Sportstalk Football.*

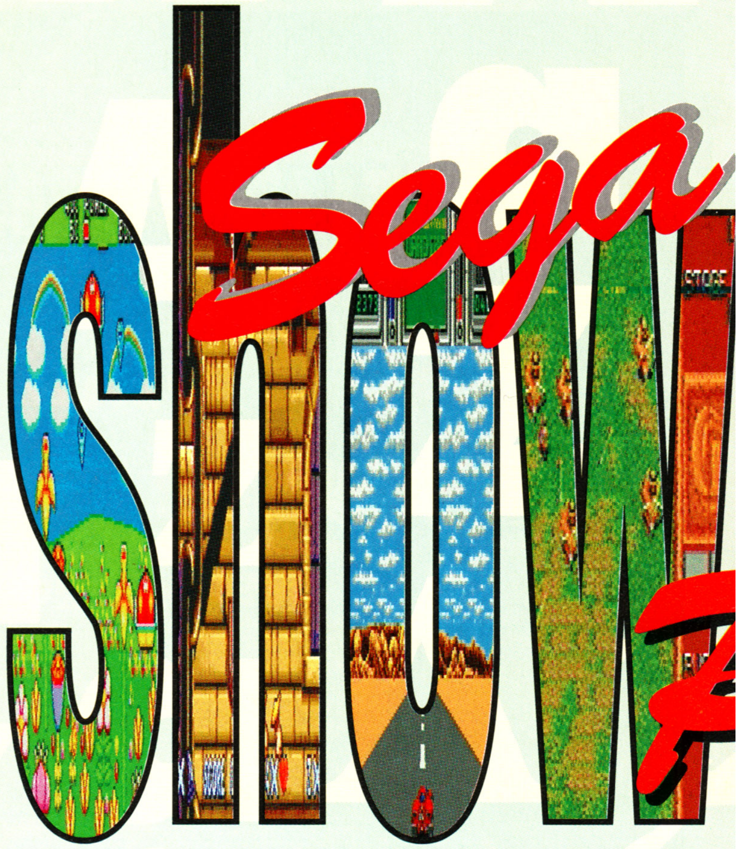
Sportstalk Baseball will feature all the stats from the 1991 season and allows two players to compete. All the star players are in there and from the screen shots that we have seen, it looks hot. The only problem could be the voice over. If it's as disjointed as *Montana II* has proved to be, it could soon get very irritating. Another game that will be worth a look is *Kid Chameleon.* No release date is available yet, but other versions of the game are brilliant. Basically you are a streetwise kid who has to travel through the ten worlds of Elsewhere. You are armed with your hat, which may not sound like much, but this hat can turn you into a Samurai warrior, a Skull Crusher or even a flying man. Keep your eyes on the skies for this one.



THE PAPER GG

The classic, not to mention ancient, *Paperboy* will be pedalling onto the Game Gear late in March/early April. Anyone who doesn't know what this one is about should be taken outside and have their toes run over by one of those jerks who think that mountain biking is a trendy way of keeping fit.

Right, for those of you who have now got flat toes, here's the story. You are the paperboy and you have to ride up the street delivering papers and avoiding all the obstacles. It may seem old but for some unknown reason the game always seems to be popular whenever it is released. We ProReviewed Domark's Mega Drive version in SegaPro#3 when it received 80%.

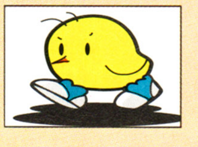


After last month's disaster of only the A-Z introduction pages going in, the question is, which will end first, the Tory reign or the SegaPro A-Z rundown? Well, one thing's for sure, you'll find more information on Mega Drive, Master System and Game Gear games in SegaPro than you will in any Tory manifesto.

This month we have reached the letter N, and that means we meet *New Zealand Story.* Every title in the A-Z comes complete with a few lines of explanation and the crucial details like what type of game it is and who it is from. If you're confused between *Golden Axe* on the Mega Drive, *Golden Axe Warrior* on the Master System and *Axe-Battler* on the Game Gear, then reach for the A-Z and find out the answer.

Any derogatory comments about the A-Z should be sent to ProTest!

NEW ZEALAND STORY



PLATFORM GAME
MEGA DRIVE
90

Colourful Kiwi action. Another one of those amazingly addictive games in the style of *Bubble Bobble* but with far more depth. Excellent in two-player mode. Great graphics.

NINJA, THE

CAMERA SHY!

SHOOT-'EM-UP
MASTER SYSTEM
75

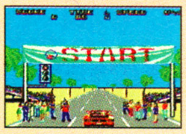
Make your way through the Samurai-infested forest to reach the castle where the princess is being held. Pure Commando-style action let down by dodgy graphics.

OPERATION WOLF

SHOOT-'EM-UP
MASTER SYSTEM
80

Use the light gun for added atmosphere but it is best to use a combination of gun and joypad on this pure blasting game. No strategies needed here. One-player only, but an essential addition.

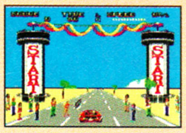
OUT RUN



ARCADE ACTION
GAME GEAR
77

The classic race game loses nothing on the small screen. May prove to be a little easy but it is a pleasure to play. This is the racing game to buy, not Super Monaco Grand Prix which has been totally ruined on the Game Gear.

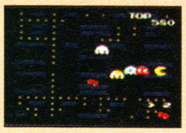
OUT RUN/ OUT RUN 3-D



ARCADE RACING
MASTER SYSTEM
64

You have to race over five different tracks and avoid all the traffic that is out on the road. Both versions are equally playable but neither has the feel and speed needed for a great racer.

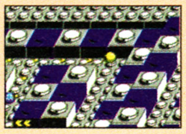
PAC-MAN



ARCADE GAME
GAME GEAR
79

Pac-Man lives! Indeed, he's been reincarnated after a ten year rest. This is an exact copy of the original arcade game right down to the music. Initially compelling but loses its novelty after a short while.

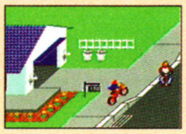
PAC-MANIA



ARCADE ACTION
MASTER SYSTEM
90

Another golden oldie which has been translated brilliantly to the Master System. Like the arcade version the attack patterns of the ghosts are predictable, so after a few games you will be able to work out the best way to escape them. Top notch graphics and sound in one of the best ever Master System games.

PAPERBOY



ARCADE ACTION
MASTER SYSTEM
83

An oldie but a goodie – this is one of the multi-format greats. The graphics are pretty well up to scratch on this version and the music mimics the arcade soundtrack well. A fine game by anyone's standards; this has everything but dog's toothmarks.

PARLOUR GAMES

SPORTS SIM
MASTER SYSTEM
52

If you like your entertainment to be a little bit on the slow side then this could be the cart for you. Just a few boring games to spend a few boring hours on with a few boring friends, including pool and a collection of other fast-moving leisure pursuits.

PENGO

CAMERA SHY!

ARCADE ACTION
GAME GEAR
70

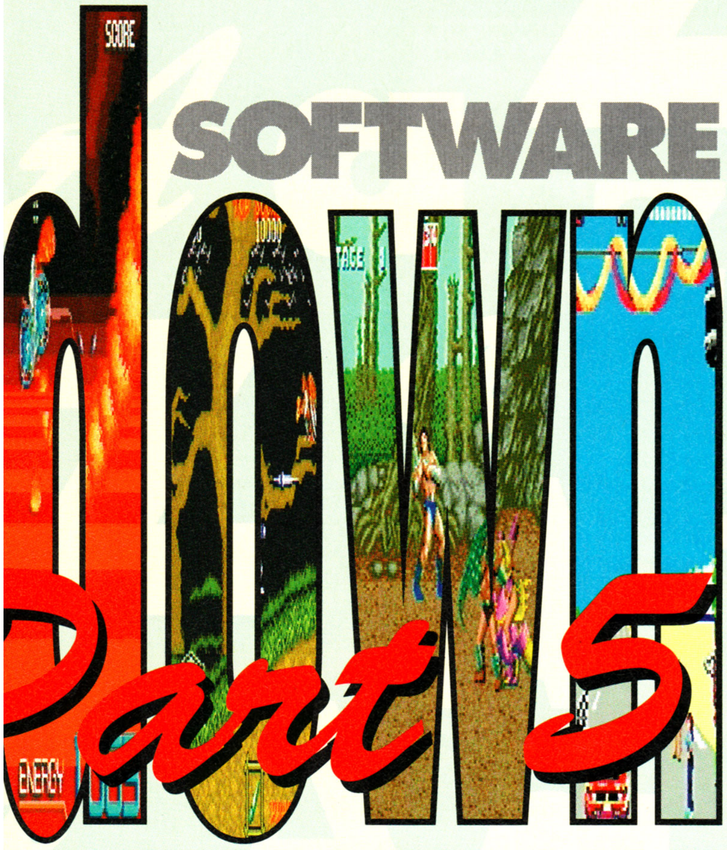
Waddling around as a penguin seems be very much in vogue on the Sega right now. This is a very old game and ranks alongside *Pac-Man, Space Invaders* and so on. Even today it's still very good; play it once and you'll be hooked for quite a while. It may end up repetitive but it is initially a lot of fun. 'Nuff said.

PENGUIN LAND

ARCADE ADV
MASTER SYSTEM
79

Penguin Land is certainly fun to play, if not a little different. There are lots of obstacles to overcome and some careful thought and razor sharp reflexes will be needed if the mission is to be successful. If you fancy something alternative, p-p-p-pick up a penguin.

SOFTWARE down Part 5



The A-Z of games was compiled with the help from the following. Many thanks, guys:

Console Concepts
223b Waterloo Road,
Cobridge, Stoke-on-Trent,
Staffordshire ST6 2HS.
Tel: (0782) 712759

TV Games
11 Castle Parade,
Ewell by-pass,
Ewell,
Surrey KT17 2PR
Tel: (081) 7867816

Full-colour picture

PARLOUR GAMES

SPORTS SIM

MASTER SYSTEM

52

If you like your entertainment to be a little bit on the slow side then this could be the cart for you. Just a few boring games to spend a few boring hours on with a few boring friends.

The name you should ask for

The general style of the game; often how Sega themselves describe it

The machine it's for

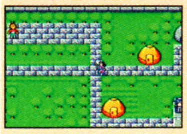
Overall rating, considering every aspect, except price because this is never constant

Short review detailing what the game's about and whether it should be on your shopping list

PHANTASY STAR

RPG

MASTER SYSTEM



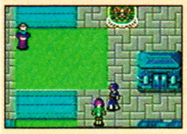
96

Phantasy Star comes with a battery back-up which is probably just as well because this game is big – very big. This is the best role-playing game to date on the Master System.

PHANTASY STAR II

RPG

MEGA DRIVE



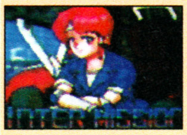
79

Simple to get to grips with because you always have a sense of direction, and never feel as if your adventure is going nowhere. As a result, this will prove very popular with RPG novices.

POP BREAKER

SHOOT-'EM-UP

GAME GEAR



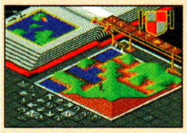
79

Dodgy graphics and frustrating gameplay knock this back a little. Slow shoot-'em-up action that gets a little predictable after a while. Halley Wars is better.

POPULOUS

STRATEGY GAME

MEGA DRIVE



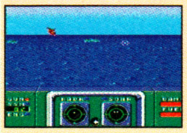
70

Play God in this epic game. Conquer evil over many worlds. Basic graphics and mildly addictive but repetitive gameplay. This certainly isn't a fast action game, and can still prove boring for strategy freaks.

POSEIDON WARS 3-D

SHOOT-'EM-UP

MASTER SYSTEM



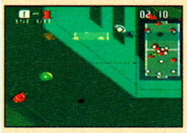
59

It is up to you to head for the enemy infested waters and give those bad guys a damn good kicking once and for all. Poseidon Wars is simple stuff, it isn't enhanced much by the dodgy 3-D glasses provided. Basic at best.

POWERBALL

SPORTS SIM

MEGA DRIVE



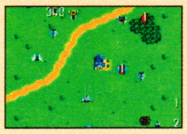
78

Sports of the future will never be the same. Powerball is a mixture between wrestling, martial arts and soccer. Beat your opponents (literally) in this two-player game. Original fun, but poor graphics.

POWER STRIKE

SHOOT-'EM-UP

MASTER SYSTEM



89

You are one of the few survivors of a green invasion and now must fight back to reclaim your planet for the humans. The game is a vertically scrolling shoot-'em-up with ultra powerful weapons and weird backdrops. A hell of a blast.

PRO WRESTLING

SPORTS SIM

MASTER SYSTEM

CAMERA SHY!

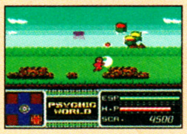
81

You can fight in the ring, you can fight out of the ring. Join the ultra violent world of American wrestling. The hilarious onscreen antics of the wrestlers with their special moves makes this game great fun. A bit easy in one-player mode but when another player joins in it becomes a riot.

PSYCHIC WORLD

ARCADE ACTION

GAME GEAR



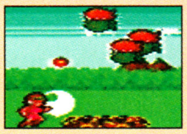
34

Right then, where to start on this game. Naff graphics, naff sound and no playability. Every console has its bad game, and this is the Game Gear's. Don't bother.

PSYCHIC WORLD

ARCADE ADVENTURE

MASTER SYSTEM



68

An interesting mix of arcade fun and magic strategy making Psychic World quite a difficult game to complete. The graphics are in true cutesy style although the sound is pretty diabolical. Could have been better for one of the newer releases.

PSYCHO FOX

ARCADE ADVENTURE

MASTER SYSTEM

CAMERA SHY!

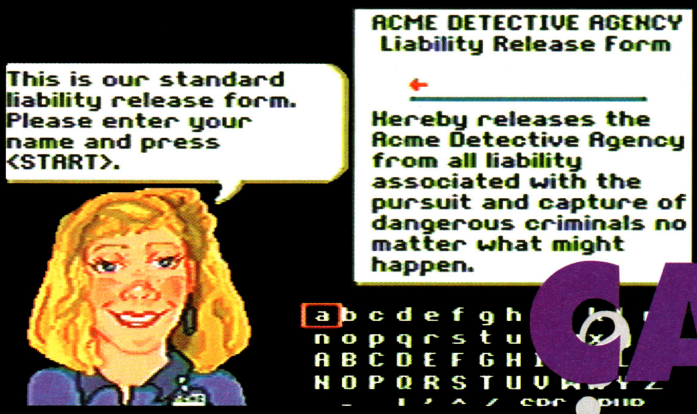
87

Mr Fox has the uncanny ability of being able to transform to take advantage of any situation he may find himself in. So many games have borrowed elements from this original platform-based romp. Superb graphics and such a cute central character ensure you enjoy yourself to the full. Challenging, absorbing, very addictive and surprisinglylong-lasting

As recent time-travellers Bill and Ted found out, when you traverse the circuits of time, you have to know where – and more importantly when – you're going. After all, it's all very well knowing about the Battle of Waterloo, but if you don't know when it was, you could end up travelling to some island inhabited by Dutch convicts.

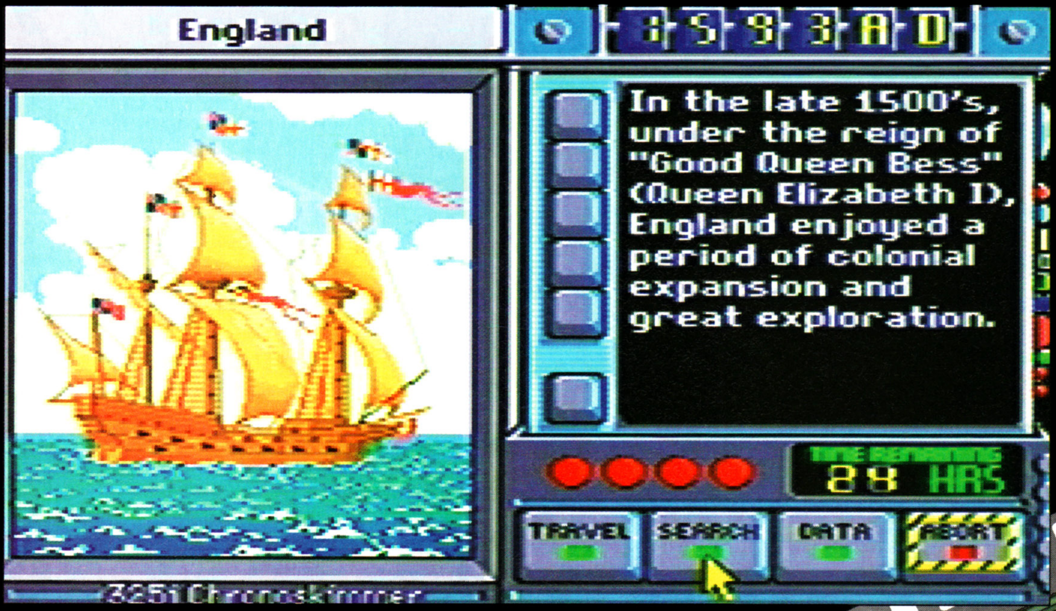
Electronic Arts' Where in Time is Carmen Sandiego? will come as a shock to arcade players. You actually have to think, and even refer to an encyclopaedia for some bits, but at the end of the day, you will come away a happier person. Well, at least we did.

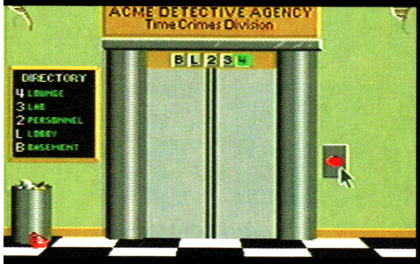
Wh
CARME

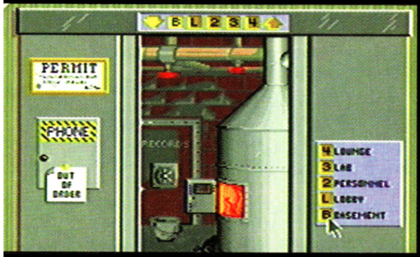

This is our standard liability release form. Please enter your name and press <START>.

ACME DETECTIVE AGENCY
Liability Release Form

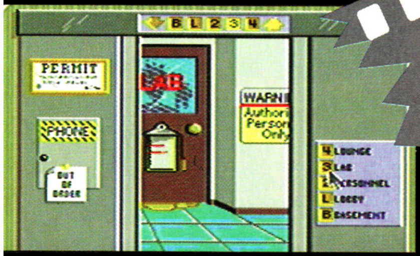
Hereby releases the Acme Detective Agency from all liability associated with the pursuit and capture of dangerous criminals no matter what might happen.


England
TIME REMAINING
24 HRS
TRAVEL
SEARCH
DATA
ABORT
3251 Chronoskimmer
In the late 1500's, under the reign of "Good Queen Bess" (Queen Elizabeth I), England enjoyed a period of colonial expansion and great exploration.


ACME DETECTIVE AGENCY
Time Crimes Division
B L 2 3 4
DIRECTORY
4 LOUNGE
3 LAB
2 PERSONNEL
L LOBBY
B BASEMENT


B L 2 3 4
PERMIT
OUT OF ORDER
4 LOUNGE
3 LAB
2 PERSONNEL
L LOBBY
B BASEMENT

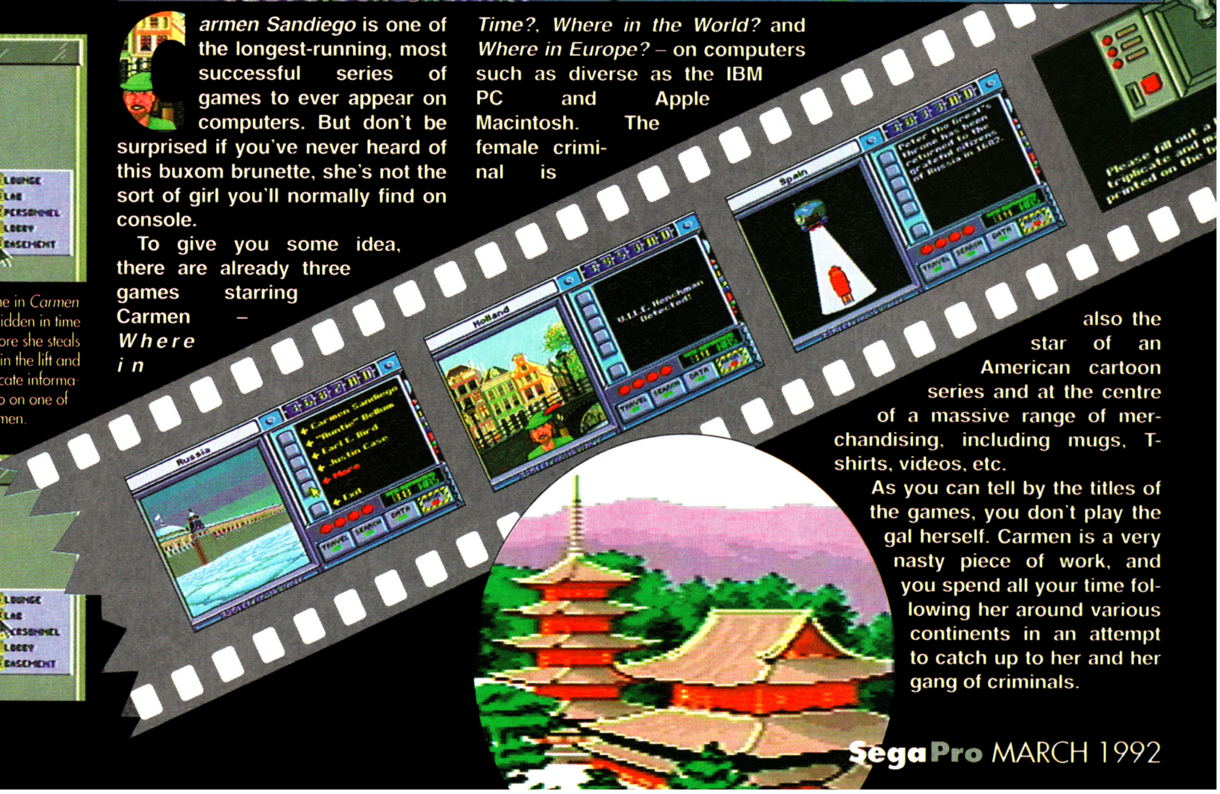
Searching is the name of the game in *Carmen Sandiego*. The wicked woman is hidden in time somewhere and you must find her before she steals all the ancient relics. Here you jump in the lift and travel around a building trying to locate information. The lab holds important info on one of Carmen's Henchmen.


B L 2 3 4
PERMIT
OUT OF ORDER
LAB
WARNI
Authori
Person
Only
4 LOUNGE
3 LAB
2 PERSONNEL
L LOBBY
B BASEMENT

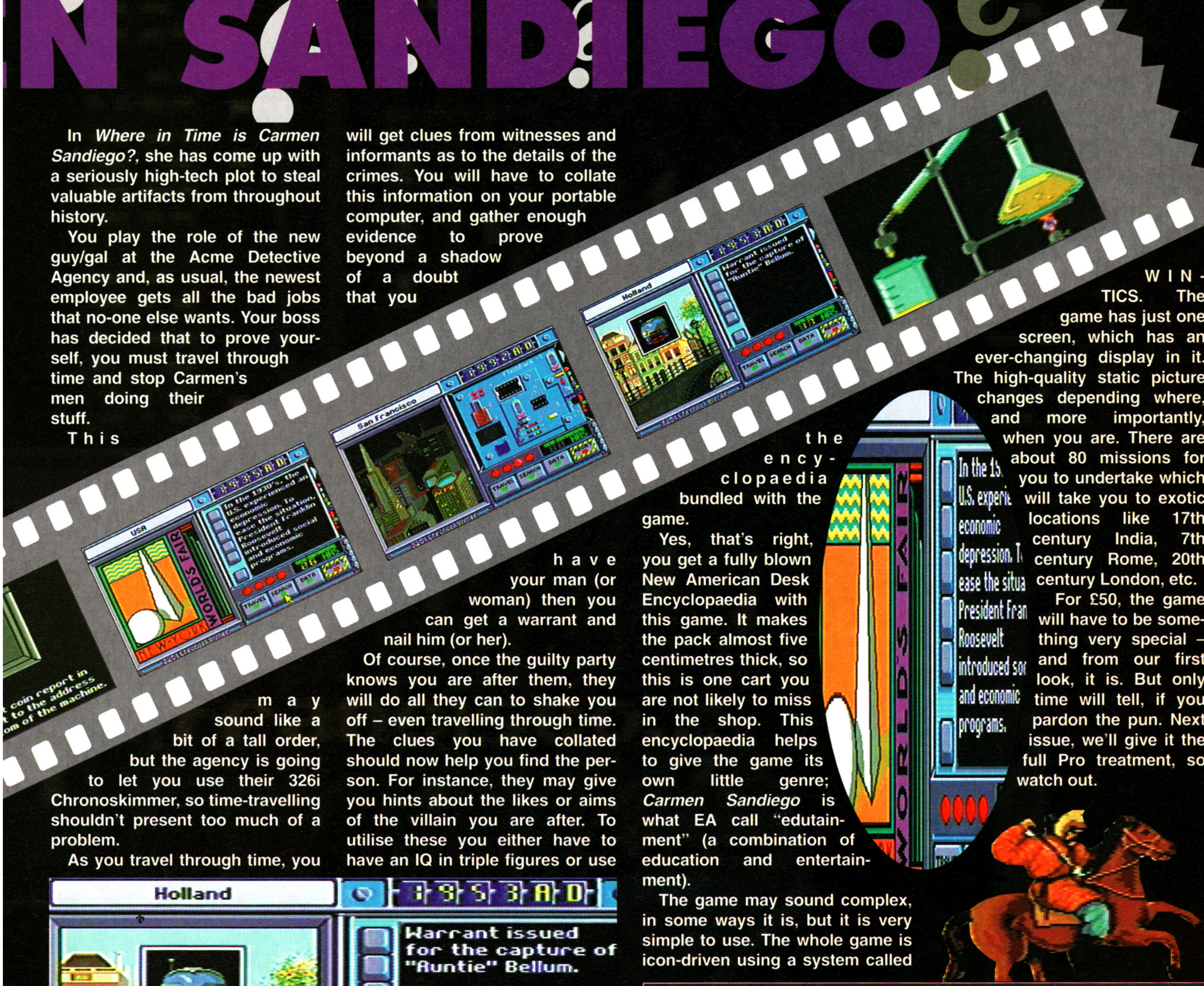
Carmen Sandiego is one of the longest-running, most successful series of games to ever appear on computers. But don't be surprised if you've never heard of this buxom brunette, she's not the sort of girl you'll normally find on console.

To give you some idea, there are already three games starring Carmen – *Where in Time?*, *Where in the World?* and *Where in Europe?* – on computers such as diverse as the IBM PC and Apple Macintosh. The female criminal is also the star of an American cartoon series and at the centre of a massive range of merchandising, including mugs, T-shirts, videos, etc.

As you can tell by the titles of the games, you don't play the gal herself. Carmen is a very nasty piece of work, and you spend all your time following her around various continents in an attempt to catch up to her and her gang of criminals.


Russia
Holland
Spain
V.I.L.E. Henchman Detected!

ere in time is
N SANDIEGO?



In the 1930's, the U.S. experienced an economic depression. To ease the situation, President Franklin Roosevelt introduced social and economic programs.

Warrant issued for the capture of "Auntie" Bellum.

t coin report in
t to the address
om of the machine.

In *Where in Time is Carmen Sandiego?*, she has come up with a seriously high-tech plot to steal valuable artifacts from throughout history.

You play the role of the new guy/gal at the Acme Detective Agency and, as usual, the newest employee gets all the bad jobs that no-one else wants. Your boss has decided that to prove yourself, you must travel through time and stop Carmen's men doing their stuff.

This may sound like a bit of a tall order, but the agency is going to let you use their 326i Chronoskimmer, so time-travelling shouldn't present too much of a problem.

As you travel through time, you will get clues from witnesses and informants as to the details of the crimes. You will have to collate this information on your portable computer, and gather enough evidence to prove beyond a shadow of a doubt that you have your man (or woman) then you can get a warrant and nail him (or her).

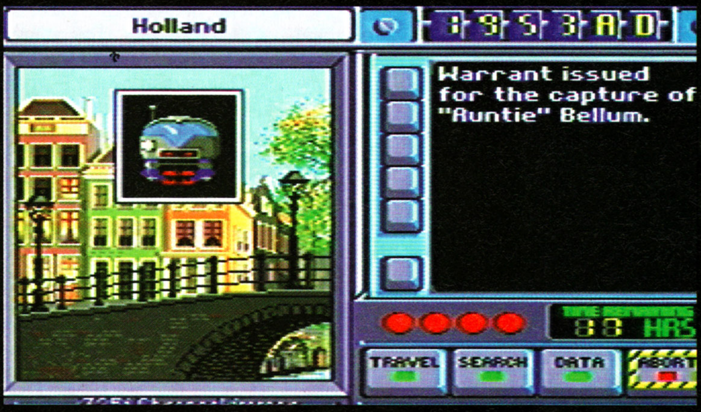
Of course, once the guilty party knows you are after them, they will do all they can to shake you off – even travelling through time. The clues you have collated should now help you find the person. For instance, they may give you hints about the likes or aims of the villain you are after. To utilise these you either have to have an IQ in triple figures or use the encyclopaedia bundled with the game.

Yes, that's right, you get a fully blown New American Desk Encyclopaedia with this game. It makes the pack almost five centimetres thick, so this is one cart you are not likely to miss in the shop. This encyclopaedia helps to give the game its own little genre; *Carmen Sandiego* is what EA call "edutainment" (a combination of education and entertainment).

The game may sound complex, in some ways it is, but it is very simple to use. The whole game is icon-driven using a system called WIN-TICS. The game has just one screen, which has an ever-changing display in it. The high-quality static picture changes depending where, and more importantly, when you are. There are about 80 missions for you to undertake which will take you to exotic locations like 17th century India, 7th century Rome, 20th century London, etc.

For £50, the game will have to be something very special – and from our first look, it is. But only time will tell, if you pardon the pun. Next issue, we'll give it the full Pro treatment, so watch out.

In the 19
U.S. experie
economic
depression. T
ease the situa
President Fran
Roosevelt
introduced so
and economic
programs.



Warrant issued
for the capture of
"Auntie" Bellum.

PROFILE

CARMEN SANDIEGO ● EA ● £49.99 ● OUT MARCH	
CART SIZE	8Mbit
DEVELOPERS	Brøderbund
PERSONNEL	Eric Kiss, Kevin Rickell Dave Galloway, Tony Lee
FEATURES	battery back-up, password

SEGA pro GUIDE TO

So you've got a Sega for Christmas. Now what do you do? You've played all the games, broken all the joypads, and are now wondering what to spend your money on. For as little as £3.99, you can buy something for your machine; not a game, but something to either fix onto it or plug into it. Unlike computers, consoles aren't suited to hundreds of ROM cards, accelerators, video RAM and hard drives being plugged into them. The places for plugging in are more discrete, like the joypad port or the headphone socket, but they are no less exciting.
Let SegaPro guide you through the jungle of add-ons for your Mega Drive, Master System and Game Gear.

TV TUNER

SUPPLIER: TV Games
11 Castle Parade
Ewell By-pass
Ewell
Surrey KT17 2PR
TEL: (081)7867816
PRICE: £74.99
SYSTEM: GG

SEGA
GAME GEAR
TV Tuner Pack
SEGA

Without a doubt, the star accessory for the Game Gear. It turns your GG into a brilliant small colour TV. You can not only fix an external aerial to it (with a special lead), but also any composite video source (from a VCR, computer, etc). The unit is very sleek and it fits into the cart slot, sticking the tuner and telescopic aerial out of the top. A clear picture is easily attainable, provided you're not too close to any computer signal. The only real drawback is the price; for less than this you can get an LCD colour hand-held TV. One wonders how they can justify charging £75 for just a tuner!

SG8 MEGA PAD

SUPPLIER: KC's Computer and Console Magic
3 High Street
Loughborough
Leicestershire LE11 1PY
TEL: (0509) 211709
PRICE: £19.95
SYSTEM: MD, MS

Exactly the same as the SG3 but without the turbo-fire indicators. Goodness knows why it is more expensive. Maybe Honeybee, the manufacturers, know something we don't. When tested, it proved fine, but why pay the extra for features which both the SG3 and the Teqniche pad have? Give it a miss.

SCORE KEEPER

SUPPLIER: Euromax Electronics
Bessingby Industrial Estate
Bridlington
N. Humberside YO16 4SJ
TEL: (0262) 601006
PRICE: £3.95
SYSTEM: All

OFFICIAL
Beeshu Inc.
VIDEO GAME SCORE BOOK

This is a real disappointment. For your four sobs, all you get is a flimsy book of blank paper. In fact, during our extensive test of this product, it proved cheaper (and more effective) to buy six notepads from WH Smith. At least if the paper was graphed and each page had a heading, you *might* feel a bit happier. The inclusion of four stickers to put on your carts tries to justify the price but it doesn't work. Not worth the paper it's printed on, if there was any print in it, that is.

MAGNIGEAR

SUPPLIER: Euromax Electronics
Bessingby Industrial Estate
Bridlington
N. Humberside YO16 4SJ
TEL: (0262) 601006
PRICE: £11.95
SYSTEM: GG

Another one of the more essential add-ons for your GG. This device clips over the front of the Gear and magnifies the screen over 2.5 times. This is a godsend as it reduces stress to your eyes. It also pivots so that you can rotate it out of the way if you need to. It doesn't work as well on the TV tuner, but that's a mild complaint. If you're thinking of getting the more expensive Wide Gear, SAVE YOUR MONEY, this is much better and cheaper.

MASTER GEAR CONVERTER

SUPPLIER: KC's Computer and Console Magic
3 High Street
Loughborough
Leicestershire LE11 1PY
TEL: (0509) 211709
PRICE: £19.99
SYSTEM: GG

Heavyweight Champ
SEGA
GAME GEAR

A must-buy for any Game Gear owner. If you're bored with the sporadic supply of GG games then why not plug any of the massive catalogue of Master System games in your hand-held? Sometimes the sprites become too small, but otherwise it does an excellent job. The Master Gear opens up a whole new collection of games to you, and seeing as most GG conversions are straight ports from the Master System, you won't need to buy two versions.

ADD-ONS

SEGA GAME GEAR
TV TUNER
Beeshu Inc
VIDEO GAME SCORE BOOK

GAMESTUNES HEADPHONES

SUPPLIER: Euromax Electronics
Bessingby Industrial Estate
Bridlington
N. Humberside YO16 4SJ
TEL: (0262) 601006
PRICE: £3.95
SYSTEM: GG/MD

This is definitely one for all those people who suffer from a constant ear-bashing from their parents telling them to "turn that row down". These headphones will confine the sound to your own ears and improve the stereo separation. If you get the Euromax Striker or Gizmo controllers you can plug the phones directly into the pad. They're fine for game sounds, but use on a Walkman reveals their budget qualities. Good value, though.

GAME CARE PACK

SUPPLIER: Euromax Electronics
Bessingby Industrial Estate
Bridlington
N. Humberside YO16 4SJ
TEL: (0262) 601006
PRICE: £5.95
SYSTEM: All

Game Care
Video Game & Cartridge Cleaning Kit
Game Care Console Cleaner
Beeshu Inc

The usefulness of cart care packs has never been proved, but still people buy them, so they must provide at least peace of mind. It may seem like a good idea to be able to clean up your carts and machines, but our machines here in the SegaPro office get used and abused all day and night and have never yet gone wrong, and we never clean them. However, if you want to prove to your folks that you are taking care of that expensive Christmas present then this is for you.

ULTIMATE SUPERSTICK

SUPPLIER: Euromax Electronics
Bessingby Industrial Estate
Bridlington
N. Humberside YO16 4SJ
TEL: (0262) 601006
PRICE: £36.95
SYSTEM: MS

Claiming to be the ultimate superstick is a pretty bold name for a joystick. Yet this stick certainly looks the part, allowing left- or right-handed control. There are also two dials to control the speed of the firebuttons, making this a mean mother to attack games with. It's funny, though, when joypads first came in everyone said, "Urgh, these things are horrible," but now everyone's use to them and it's hard to go back to joysticks.

VIPER

SUPPLIER: Euromax Electronics
Bessingby Industrial Estate
Bridlington
N. Humberside YO16 4SJ
TEL: (0262) 601006
PRICE: £14.95
SYSTEM: Master System

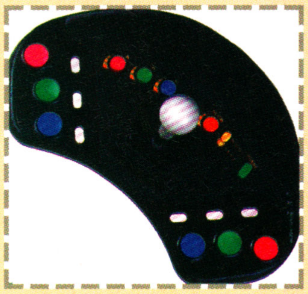
It seems that Master System owners must like really bright colours. This Day-Glo yellow stick is brighter than one of the backgrounds on our reviews. The auto-/turbo-fire buttons are particularly good on this stick, very fast and very responsive. Although the stick stood up to a good bashing from us, it does feel a bit flimsy, so it should be treated with care. The extra long cord, which is a feature of all the Euromax sticks, is a very good idea and much appreciated. My one main gripe with this stick is the trigger button is way too small and could cause some blisters.

CHALLENGER

SUPPLIER: Contriver Europe

GIZMO

SUPPLIER: Euromax Electronics
Bessingby Industrial Estate
Bridlington
N. Humberside YO16 4SJ
TEL: (0262) 601006
PRICE: £64.95
SYSTEM: MS, MD



65 quid for a joystick? You gotta be kidding, we thought. Okay, so this stick features ambidextrous control and independent auto fire controls. It also has a non-stick bottom (suckers to you and me), but the one thing that makes it really stand out are the Day-Glo blue, green and pink buttons. It is a very, very solid stick but at £65, when compared to Sega Arcade Powerstick, this is very steep.

ADD-ONS

TEQNICHE JOYPAD

SUPPLIER: Special Reserve
PO Box 847
Harlow
Herts CM21 9PH
TEL: (0279) 600204
PRICE: £14.99
SYSTEM: Master System/Mega Drive

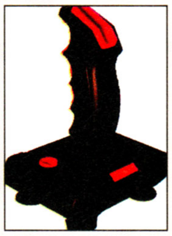
This is the pad that the SegaPros use – what more recommendation do you need? The three turbo-fire buttons certainly speed up your firing rate, and are essential for wasting those aliens in the shoot-'em-ups. This is one tough pad; ours has been thrown all over the place and is still going strong. Excellent value for money. When used on the Master System, only the B and C buttons are used but the turbo fire still works fine.

Unit 3 Homeground
Buckingham Industrial Park
Buckingham
MK18 1UH
TEL: (0280) 822803
PRICE: £TBA
SYSTEM: MD

The original infra-red joystick for the Mega Drive. It was taken off the market due to some minor problems but is due for a big relaunch in March. It comes in a grey or transparent cases and is the ultimate street accessory. Although the concept of playing your MD in the bath while the console is in the bedroom may seem quite appealing, remember, you do have to see the screen. Above all, it gets rid of one lead of the spaghetti that follows the Mega Drive around.

FLASHFIRE

SUPPLIER: Euromax Electronics
Bessingby Industrial Estate
Bridlington
N. Humberside YO16 4SJ
TEL: (0262) 601006
PRICE: £9.95
SYSTEM: MS



A very basic controller, yet ideal for the budget conscious joystick hunter. None of the auto/rapid fire options available on other sticks, but a good, relatively sturdy soldier. It's based roughly on the design of the old Quickshot II stick, and you feel right at home when using it. The only drawback is the "tasteful" green firebuttons. What were we saying about the colours on MS sticks?

ACTION REPLAY

ACTION REPLAY
MORE POWER
ACTION REPLAY
INSTRUCTIONS

SUPPLIER: Datel Electronics
Govan Road
Fenton Industrial Estate
Fenton
Stoke-on-Trent ST4 2RS
TEL: (0782) 744707
PRICE: £49.99
SYSTEM: MD

The ultimate gamesbuster for your Mega Drive. Forget complicated joypad cheats or mega long passwords, this little unit just plugs into your Mega Drive asks you for a few codes (which are printed exclusively in SegaPro every month!) and gives you infinite lives, energy or whatever you need. With a combination of codes you can also produce a few strange effects in your games. Rest assured that once you've changed your games beyond recognition, you can turn the MD off and on and start afresh.

QUICKSHOT CHIMERA 3

SUPPLIER: KC's Computer and Console Magic
3 High Street
Loughborough
Leicestershire LE11 1PY
TEL: (0509) 211709
PRICE: £8.99
SYSTEM: MD, MS

One of the strangest looking sticks we have come across during this round-up but by no means the worst. This stick utilises the best points of joypads and joysticks in one tidy package. The neat thumb controller is very comfortable to use and the turbo-fire is great for close-quarters combat. It's cheap, too.

SG3 SUPER POWER PAD

SUPPLIER: KC's Computer and Console Magic
3 High Street
Loughborough
Leicestershire LE11 1PY
TEL: (0509) 211709
PRICE: £15.95
SYSTEM: MD, MS

This looks exactly the same as the

ARCADE POWER STICK

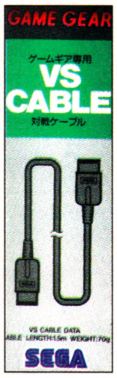
SUPPLIER: Kingbit Games
9 Caledonian Road
Haymarket
Edinburgh EH11 2DA
TEL: (031)3379610
PRICE: £34.95
SYSTEM: MD/MS

Probably the first stick to come out for the Sega and what a stick it is! The Arcade Power Stick was the SegaPros' sidekick until the Teqniche pad came along. The variable speed turbo-fire works extremely well on nearly all games. Above all, this stick feels great. The shaft could come straight from a coin-op and the buttons are soft yet responsive. And if you're thinking of breaking this stick, you better bring along a JCB to help you. The best joystick on the market.

Sega pad except that it has turbo-fire buttons and LED indicators. It feels the same in use but still doesn't match up the Teqniche pad. The slow-motion feature on the back is like pressing START very fast, which seems like a good idea, but when the word pause flashes on the screen it soon gets annoying.

VS CABLE

SUPPLIER: TV Games
11 Castle Parade
Ewell By-pass
Ewell
Surrey KT17 2PR
TEL: (081) 7867816
PRICE: £4.99
SYSTEM: GG



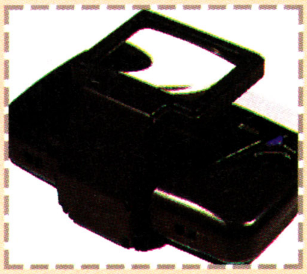
If you have a friend who also owns a Game Gear and also happens to have the same game as you, and that game has a link-up option then using this cable you can play against each other. Good on games like *Joe Montana Football* and the soon-to-be-released *Super Kick Off*. It's cheap but you have to have two versions of the same game. (If they don't get your money one way, they get it another.)

BATTERY PACK

SUPPLIER: TV Games
11 Castle Parade
Ewell By-pass
Ewell
Surrey KT17 2PR
TEL: (081) 7867816
PRICE: £29.99
SYSTEM: GG

Charge this unit up from the mains and then attach it to your belt to keep your GG going for even longer. Works out as a good buy in the long-term because you don't have to keep buying batteries. Looks very sleek when in use and is a fairly essential buy for anyone who uses the GG away from a mains supply a lot. There is a much slicker one being developed in America at the moment which fits on the back of the GG, so it may be worth waiting till we get a review unit in.

WIDE GEAR

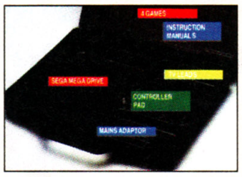


SUPPLIER: KC's Computer and Console Magic
3 High Street
Loughborough
Leicestershire LE11 1PY
TEL: (0509) 211709
PRICE: £15.95
SYSTEM: Game Gear

Smaller and more expensive than the Magnigear, the Wide Gear doesn't even have the pivot facility so you are stuck with the one angle of viewing. The screw to fix it in place will also need some implement (like a screwdriver) to fix whereas the Magnigear has just a thumb screw. Check out

LEDA G-CASE

SUPPLIER: SegaPro Savers!
7a Wicker Hill
Trowbridge
Wiltshire BA14 8JS
TEL: (0225) 765086
PRICE: £9.99
SYSTEM: MD



This allows you to keep all your Sega stuff together when you are carting your Mega Drive around to your mate's house. Holds four boxed games plus one controller, the console, mains adaptor and TV leads. The inside is a little weak but holds everything adequately. The black design looks good when it is being carried around, and for ten quid it's a worthy investment if you want to keep everything in tip-top condition.

CAR ADAPTOR

SUPPLIER: Special Reserve
PO Box 847
Harlow
Herts CM21 9PH
TEL: (0279) 600204
PRICE: £17.99
SYSTEM: GG

Encourage your old man to give up smoking in the car by shoving this in the cigarette lighter so that you can play your GG from the back seat. It will probably end up boosting cases of car sickness, but will help to make those long car journeys easier. Combine this with the headphones and your parents will thank the day they bought you "that blessed Sega gadget!".

GAME GEAR
CAR ADAPTOR
SEGA

GG CARRY CASE

SUPPLIER: Console Concepts
The Village
Newcastle-under-Lyme
Staffordshire ST5 1QB
TEL: (0782) 712759
PRICE: £10.99
SYSTEM: GG

This soft carry case will hold the GG and a few games. Handy to carry the stuff around in while you are out, but any Pro who values his street-cred wouldn't be seen dead with a carry case that looks like something your granny would keep her knitting in.

JAPANESE CONVERTER

SUPPLIER: Kingbit Games
9 Caledonian Road
Haymarket
Edinburgh EH11 2DA
TEL: (031) 3379610
PRICE: £10
SYSTEM: MD

If you own a UK Mega Drive and long to play those hot import games from Japan then this is the device to allow you to do it. Be warned that this unit is a direct connector and doesn't change anything. If there's Japanese text in the game, then it WON'T be converted to English, that's a different job all together.

STRIKER

SUPPLIER: Euromax Electronics
Bessingby Industrial Estate
Bridlington
N. Humberside YO16 4SJ
TEL: (0262) 601006
PRICE: £29.95
SYSTEM: MD, MS

Compared to a lot of pads, the Striker is quite expensive, especially when you can get a Powerstick for a few pounds more. However, this is one pad you won't lose. Every button on it is guaranteed to glow in the dark (almost), even the individual rapid fire switches. You can also plug a little bobbled bit into the direction pad to make it more like a joystick – neat idea. The stereo jack on the pad allows you to plug in headphones to hear sound from the console, which saves having leads dangling all over the floor. There are some clever ideas here and the whole

ADD-ONS

COMPETITION PRO STAR EXTRA

SUPPLIER: Special Reserve
PO Box 847
Harlow
Herts CM21 9PH
TEL: (0279) 600204
PRICE: £13.99
SYSTEM: MS

A delightful silver finish makes this stick stand out. Vain gamesplayers can play games and admire their reflection in it at the same time. This is one of the sturdiest designs in the business, but the position of the two buttons means it may prove awkward in games that require much use of both buttons. A great looker.

QUICKJOY SG JETFIGHTER

SUPPLIER: Special Reserve
PO Box 847
Harlow
Herts CM21 9PH
TEL: (0279) 600204
PRICE: £14.99
SYSTEM: MS

Now this is what a joystick should look like. This is the kind of thing that would look more at home in a modern jet fighter – hence the name. A sturdy stick that will stand up to the abuse that a modern day gamesplayer is likely to give it. The buttons are well placed for easy access. A classic stick that may well rival the joypads as the top Master System controller.

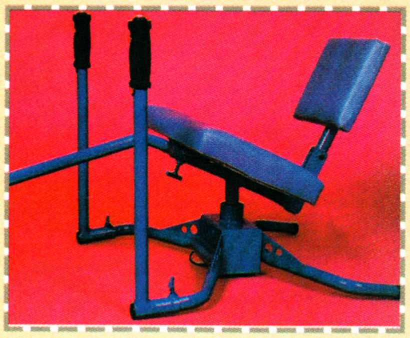
POWERBASE CONVERTER

SUPPLIER: KC's Computer and
Console Magic
3 High Street
Loughborough
Leicestershire LE11 1PY
TEL: (0509) 211709
PRICE: £29.95
SYSTEM: MD

For those who have moved onto the Mega Drive from the Master System but still have all those MS games in your collection, this is a must. Just plug the box into your Mega Drive slot and push the old MS cart in the top and, hey presto, MS games on the MD. And if you've got a Japanese MD, the MS games will run faster than on the Master System. The whole thing even works with the Light Phaser and 3-D glasses. Clever or what?

GAMES 2000 SUPERCHAIR

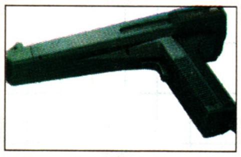
SUPPLIER: N/A
PRICE: £100 approx
SYSTEM: MD



The ultimate pose for the ultimate poser. As you may expect this chair is still looking for a distributor in the UK and is unlikely to find one. Even if you did get one, this is more of a gimmick than a serious attempt to break new ground in the controller business. Interesting, but would you pay that sort of money for a chair, nevermind a controller?

LIGHT PHASER GUN

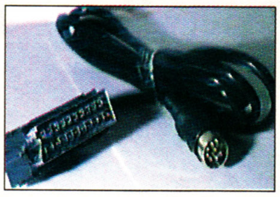
SUPPLIER: Special Reserve
PO Box 847
Harlow
Herts CM21 9PH
TEL: (0279) 600204
PRICE: £29.99
SYSTEM: MS



This futuristic gun was designed to add an extra element to some potentially boring shoot-'em-ups. Games like *Operation Wolf* and this month's *Laser Ghost* were made for this gun. Most light guns are pretty unreliable in the long run and if this gets knocked about much, it becomes harder to use accurately. The Light Phaser is slowly being phased out, no pun intended, as there aren't many games to use it on – pity really.

SCART LEAD

SUPPLIER: Medlantic Hi-Tec
10 Church Street
Market Bosworth
Warwickshire CV13 0LG
TEL: (0455) 291865
PRICE: £7.95
SYSTEM: MD, MS



Check the back of your TV or monitor to see whether there is a rectangular shaped socket there with what looks like a bit cut away from the corner. If there is then you can use a Scart lead. It gives you a crystal clear, pixel-perfect picture whereas the normal TV picture can appear a little blurred at times. If you can use one then you should use one.

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● If there are any companies out there reading this who haven't had their products featured, please give us a ring NOW to arrange a review in a forthcoming issue.

● Many thanks to all the companies who supplied goods for this article. You'll be getting them back – soon(ish).

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Road Blasters (Action)
Super Monaco GP II*

GENESIS*

PGA Tour Golf
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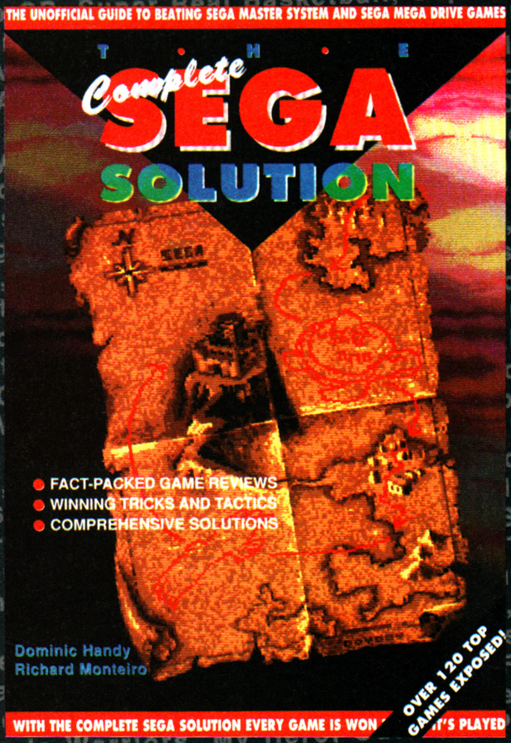
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pro reviews INDEX

THE REVIEWING SYSTEM

INTRODUCTION

Just a quick rundown of the story behind the game. Usually a quick resumé of what the inlay says – but not as boring.

PROVIEW

The real meat of the review. Here you can find out what we think of every single element of the game. We'll walk you through the game, talking about the graphics, sound, how it plays, and interesting things you may encounter. This is the most informative part of the whole review.

PROTIPS

Just a small slice of help that should make your first few minutes of play less frustrating and hopefully a lot more fun.

PROFILE

All the info you'll need. The address given is of the main supplier in the UK. If the game's on import only, it'll contain an importer's address. If the game's available both on import and official, you'll get the official supplier info in the ProFile and the importer's name and address next to a picture of the import game's inlay.

PROSCORE

We pick out the good and bad points for graphics, sound, gameplay and challenge. While a game may score highly on graphics and sound, it may severely lack in playability. If this is the case, the scores will reflect it. The overall ProScore is calculated from our final opinion of the game, taking into consideration every single factor – including price! This is not an average of any score.

PROYO!

A ProYo! is awarded to any game which receives a rating of 90% or over. Any game which does fall into this prestigious category should definitely be in your collection.

PROTALK

No matter how hard we try even the SegaPros are fallible. That is why we want your help. If you'd like to give your opinion of the latest games, then send us your details. Every month we'll pick out a handful of ProTalkers and invite them down to the SEGAPRO offices.

While you're here, you'll get the chance to play all the top games, and give us your views. Then, in the next issue, you'll get your (almost) unexpurgated ProTalk review printed alongside our reviews in SEGAPRO. If you fancy becoming a reviewer for the day, send your name, address and telephone number to *ProTalk, SegaPro, 7a Wicker Hill, The Parade, Trowbridge, Wiltshire BA14 8JS.*

MEGA DRIVE

Buck Rogers 50
Rings of Power 38
Super Fantasy Zone 56
Tecmo World Cup 92 49
Toki 58
Wani Wani World 32

MEGA CD

Earnest Evans 62
Heavy Nova 52
Sol-Feace 60

MASTER SYSTEM

Alien Storm 34
Laser Ghost 48
Line of Fire 55
Running Battle 36
Shadow Dancer 40

GAME GEAR

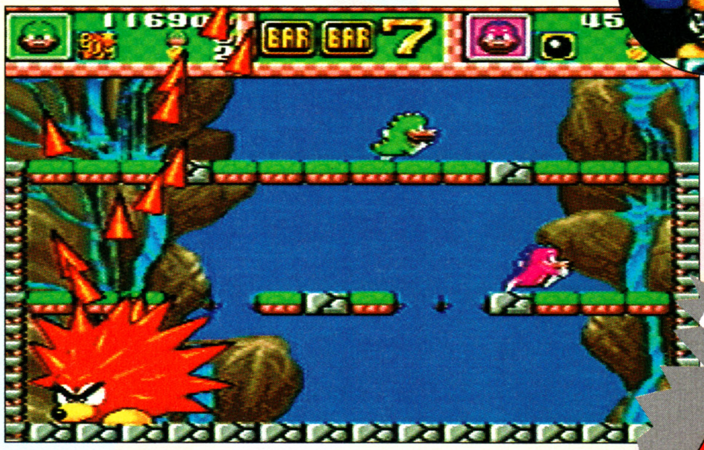
GG Aleste 54
Heavyweight Champ 64
Skweek 37
Space Harrier 59

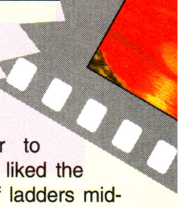
WANI WANI WORLD

The Wani Wanis from their home planet Wani Wani World have been enslaved by hordes of cute furry animals. Ha, ha, Dr Robotnik was right when he tried to rid the world of these timid terrors because the Wani Wanis now face extinction.

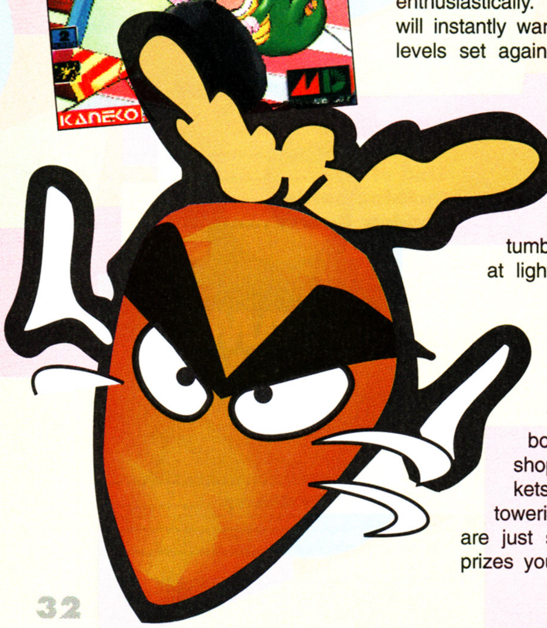
Two heroic members of the tribe, who are definitely not in it for the money, set out to rid the world of these troublesome creatures.

The five main populated areas are the forest, desert, mountains, temples and finally the arctic, each with animals suited to the terrain. The two Wani Wani Rambos must use large hammers to bash a hole or two into the ground for the rodents to fall into. Once trapped you must smash them on the head for some goodies. Dusting more than one at once will bestow you with even bigger bonuses and you may even get the chance to spin those prize reels...





Wani Wani World
KANEKO



To accuse *Wani Wani World* of being drab and uninteresting would be sacrilege; the title screen explodes through a brick wall showering the options with bricks to reveal bright neon letters. The options are presented like multi-coloured balloon animals, zooming in and out of the screen as you view them. From a purely visual point of view, *Wani Wani World* gets the thumbs up. Basically *Wani Wani World* is a MD conversion of *The Berlin Wall* (reviewed last issue) with better graphics and sound, and a devastatingly addictive two-player mode that can be entered at any time. Every aspect of the gameplay is vividly coloured and the life-sapping animals are humorously animated.

Each new level bounces into play enthusiastically. Fans of this genre will instantly warm to the myriad of levels set against impressive landscapes, but it is the bonuses that make *Wani Wani World* special. Get a fruit machine and the three tumblers at the top spin at lightning speed. Three sevens, or like symbols and an avalanche of fruits, power-ups and extra lives fill the screen as they bounce all over the shop. Gargantuan baskets of goodies and towering corn on the cobs are just some of the mega prizes you can collect if you squash more than one animal simultaneously. The *Space Panic* style of gameplay is even more compelling on the MD with larger cartoon graphics, astonishing sounds and jingles, and thousands of colours.

PROTIP **For those daunting guardians, dig two sets of holes, one above the other when it's at the top. If you drop him through both, he will die much quicker. You can always follow the fall with a couple of bombs or bowling balls.**

The joypad response is quick, and essential when you are cornered by two meanies with only a hammer to defend yourself with. I liked the way you could leap off ladders midway to take short cuts and the added attraction of special tiles such as teleporters and reformers makes *Wani Wani World* so much fun to play. The special weapons, like bombs, bowling balls and speed shoes, increase what is already a frantic game and break up the constant run and dig action that would otherwise be repetitive.

So it's got the looks, the sounds and the playability, but what else?

PROFILE

WANI WANI WORLD ● KANECO ● £32 ● IMPORT

CART SIZE	4Mbit
PLAYERS	2
STAGES	50
SKILL LEVELS	3
FEATURES	teamplay

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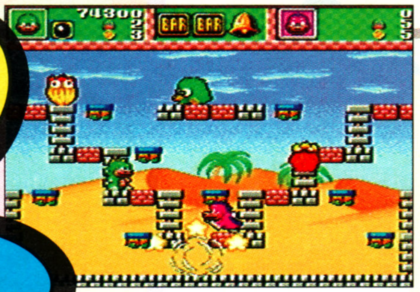


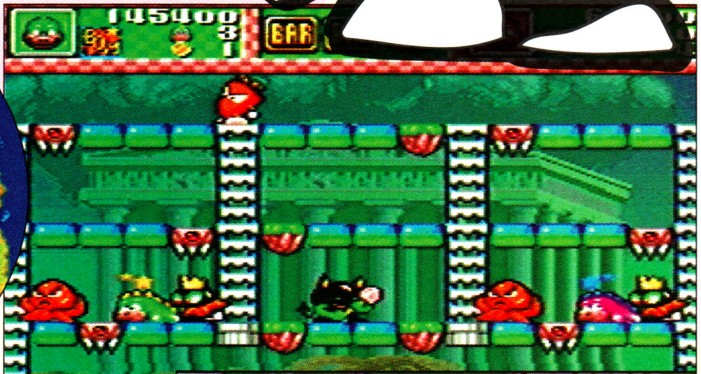
Two-player total mayhem. Purple player has just crushed a rabbit. Tales of the Riverbank: the uncut version.

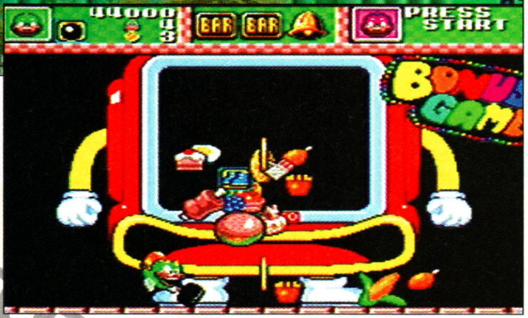
AVAILABLE IN JAPAN

I'm glad you asked, because no review of *Wani Wani World* would be complete without a mention of the excellent guardians. *Berlin Wall*'s were good but these defy belief. How can you fail to love a game that has a comical scorpion who uses his spinning helicopter tail to fly or the hedgehog with ballistic spikes?

The contrast between the picturesque backgrounds such as the ice caverns, my favourite the pyramid level, and the cartoon action of the actual game makes *Wani Wani* the actual game makes *Wani Wani World* particularly appealing, although you rarely have time to admire the view. The simultaneous two-player mode is the icing on the cake with the competition reaching fever pitch. When points are at stake there isn't anything that your opponent won't stoop to. On one-player the game is very challenging, but two players will complete the game relatively easily, so set the difficulty to hard straight away.

● **Damian "Sledge Hammer" Butt**





Take a look at the prize-packed bonus game above, and the variety of wacky characters all over the page.

GRAPHICS	▲ Totally colourful, man. ▲ Guardians are very original.	**89**
SOUND	▲ Great selection of groovy tunes. ▼ Title music does get annoying.	**80**
GAMEPLAY	▲ Addictive two-player mode. ▲ Always more bonuses to grab.	**92**
CHALLENGE	▲ Enough levels to last one player. ▼ Two-player is a bit easy.	**88**
PROSCORE	Tons of levels, massive graphics and dazzling duel play.	**88**

QUARTET

SHOOT-'EM-UP
MASTER SYSTEM

59

There are five levels and the platform/shoot-'em-up action gets pretty frantic at times. The animation in Quartet is quite good but it is let down by boring gameplay. The action is sporadic and just doesn't allow you to become addicted to the game. A disappointment.

RAIDEN TRAD

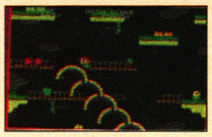
SHOOT-'EM-UP
MEGA DRIVE

58

Oh, no. Could this be another vertically scrolling shoot-'em-up I see before me? Surely, all those Japanese developers have got better things to do with themselves. It's not even as if this is stands out - just a simple one-player game. Nothing special.

RAINBOW ISLAND

PLATFORM
MEGA DRIVE

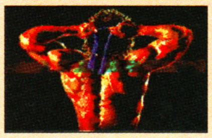


89

Two games in one. The official coin-op conversion and a second, much tougher game. Cute graphics and sound and very addictive gameplay. A classic Taito game.

RAMBO III

SHOOT-'EM-UP
MASTER SYSTEM



80

The action is a bit Op Wolf y but there is nothing wrong with that. The game is played with a Light Phaser which makes it surprisingly challenging considering the unplayable nature of most Phaser games.

RAMBO III

SHOOT-'EM-UP
MEGA DRIVE

80

Mildly addictive if somewhat repetitive game of the film. Average graphics and sound in a real blast frenzy. Would have been better with a two-player mode.

RAMPAGE

ARCADE ACTION
MASTER SYSTEM

90

You must climb to the top of each building to stomp it down to its foundations. There are little bonuses lying around to be picked up as well. Great fun and extremely addictive. An original idea and a good one.

ALIEN Storm

ACTION
SEGA
ALIEN STORM

If you find the idea of using a variety of heavy duty weapons to exterminate an invading alien force appealing then no doubt you will have already played the *Alien Storm* coin-op.

The basic plot could be from a Fifties B-movie. Aliens are infiltrating the general populous and assuming human form. The only guys tough (or crazy) enough to deal with this interstellar menace are the originally titled Alien Busters, a massive counter-attack force of two. The fat red dude carrying his anti-alien plasma weapon is by far the best, but his robotic sidekick still has a few tricks up his sleeve.

Our dynamic duo have 16 levels to negotiate. Each is filled with ugly brutes plus plenty of guardians scattered around for good measure. Only the hero with the biggest gun can survive. Are you ready?

This makes a change. *Alien Storm* arrived without much fuss and like so many un-hyped products, it is really very good.

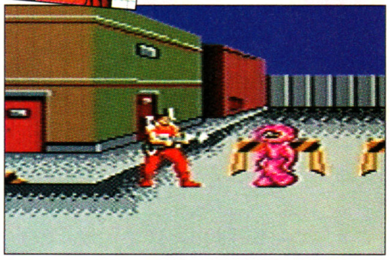
The title screen with the two halves of the words crashing together is a clever touch and I especially liked the roving eye in the corner. Not having played the original Mega Drive version, I was completely surprised when the Alien Busters started exercising overkill on the hordes of invaders. I became engrossed in the slaughter as each character began blowing these mothers away with a host of new weapons.

The animation is excellent on the central characters but the snails are very jerky and even the warriors look tame. Graphics are on the whole colourful and some of the backgrounds are very realistic, but I would have preferred to have trashed shop windows or fire hydrants as well as kicking alien ass.

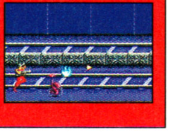
Everything is fast but gameplay does suffer from some bad collisions (not in your favour, of course) and 8-bit flicker. What saves *Alien Storm* from being labelled as just another horizontal shoot-'em-up is the variety of perspectives. You can be street cleaning one minute, taking part in a fire fight inside an electrical store the next, and without pausing for breath leaping into the subway for a running battle. The way that each format isn't worn out keeps the gameplay fresh and appealing.

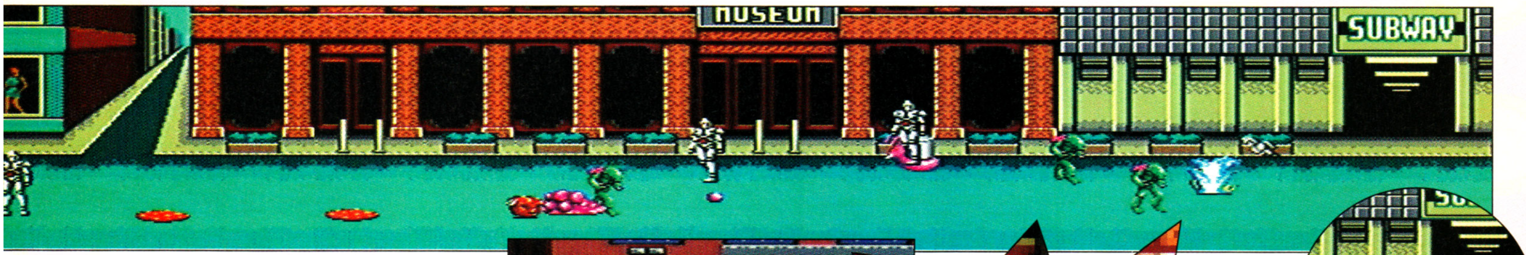
Alien Storm looks great and plays well but I am not convinced of its challenge. After a few goes I had reached the ultimate level, but I shall keep busting to the end.

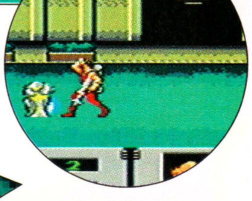
● **Damian "Buster" Butt**



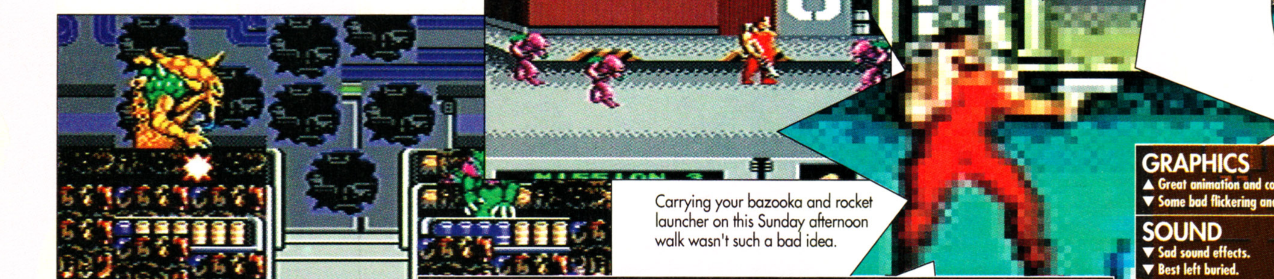
PROTIP **On the subway level, stay at the left of the screen and keep moving up and down to kill all the aliens. It is not a good idea to keep jumping forward as shown in the demo.**







(Below.) When mum said "Shoot up the shops and get us some stuff", I'm sure this wasn't what she meant.



Carrying your bazooka and rocket launcher on this Sunday afternoon walk wasn't such a bad idea.

MISSION 2
STAGE 3

PROFILE

ALIEN STORM ● SEGA ● £29.99 ● OUT NOW

CART SIZE	2Mbit
PLAYERS	1
STAGES	16
SKILL LEVELS	2
FEATURES	n/a

SUPPLIER
TV Games
11 Castle Parade
Ewell By-Pass
Ewell, Surrey
KT17 2PR
✆(081) 7867816

GRAPHICS ▲ Great animation and colourful backgrounds. ▼ Some bad flickering and tame aliens.	79
SOUND ▼ Sad sound effects. ▼ Best left buried.	46
GAMEPLAY ▲ Responsive and smooth to play. ▲ Good variety of play areas.	82
CHALLENGE ▲ "Strewth, what an huge game, Bruce." ▼ Slightly too easy.	80

A great conversion full of variety and constantly challenging gameplay.

PROSCORE 80

This one will go down a storm with Ripley.

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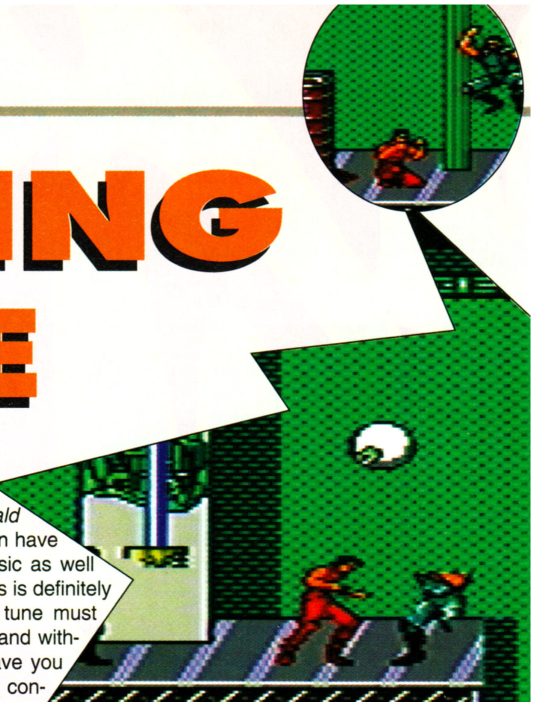


RUNNING BATTLE

M has taken over the Dark Zone. No, not the guy who always gives James Bond his instructions, but the vicious boss of the Soldiers of Darkness who have taken over and are slaughtering the innocent people around them.

Word of this atrocity reached a Sergeant Brody who bravely ventured into the Dark Zone. But even his bravery was not enough, and a few days later, his partner, Detective Sergeant Gray found his bullet-ridden carcass on the city's outskirts. It was then that Gray vowed to enter the Dark Zone and avenge his friend's death. His only target, M, the perpetrator of these evil deeds. Will you bother to help out the poor man?

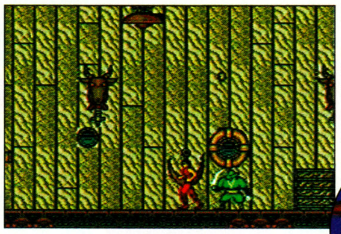
Running Battle bashed through the doors and onto our desk from TV Games, 11 Castle Parade, Ewell By-Pass, Ewell, Surrey KT17 2PR. Tel: (081) 7867816. They're asking £29.99 for the pleasure of its company.

After the success of beat-'em-ups like *Streets of Rage* on the Mega Drive, the Master System really needs a good fighting game and I hoped this would be it. Initially, it looks as though this could be the answer but first impressions can be misleading.

The main characters are little more than coloured blobs, becoming a mass of pixels in close combat. The levels look very impressive as you progress from city streets to warehouses to ships and the backgrounds scroll smoothly along. There is a lot of detail in the street level, but I can't help feeling that someone at Sega has a slight ego problem: how many streets do you walk through where "Sega" is spray-painted all over the walls?

PROTIP Master the flying kick. It is the most devastating attack you can do without being armed. Practise it on the earlier levels when you have more spare time.

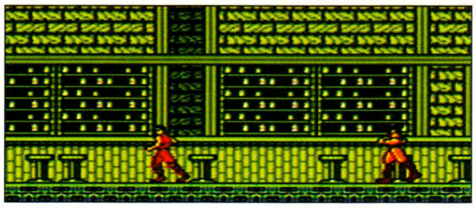
The music in *Streets of Rage* really added to the action, but there's nothing like this in *Running Battle*. *Donald Duck* proved that you can have loads of really good music as well as good graphics, but this is definitely a step backwards. The tune must contain all of four notes and within a few seconds will have you reaching for that volume control. Don't worry about turning the sound off completely because the effects won't be missed either.

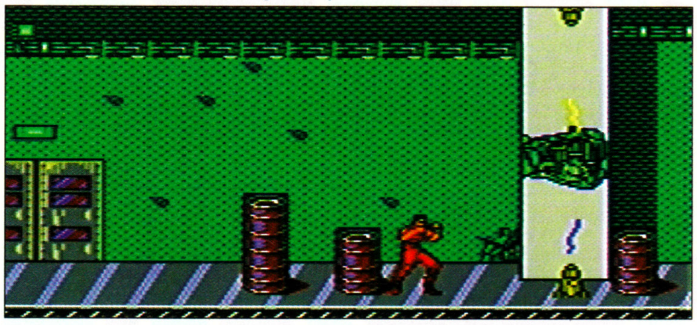


It's high noon and time for the showdown with Billy the Kid. Keep plugging at his heart for victory.

Hey! Don't you look cool in those Roy Orbison shades. But are you tough enough for the serious dudes?

Any beat-'em-up is effective if it can successfully make you feel as if you have some control over your destiny. If you spend half your time getting frustrated with the control method and complaining about dodgy collision detection, then it clearly isn't any fun to play. This is the case with *Running Battle*. There's no enjoyment to be had here.





● Les "Brody" Ellis

PROFILE

RUNNING BATTLE ● SEGA ● £29.99 ● OUT NOW

CART SIZE	2Mbit
PLAYERS	1
STAGES	5
SKILL LEVELS	1
FEATURES	n/a

SUPPLIER
Sega UK
16 Portland Road
London
W11 4LA
(071) 7278070

GRAPHICS 65
▲ Large levels; good use of colour.
▼ Terrible sprites are indistinct.

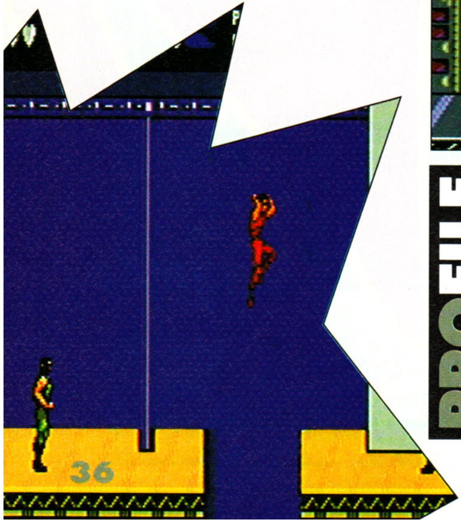
SOUND 48
▼ Turn that music off.
▼ Turn those effects off.

GAMEPLAY 68
▲ Change of weapons adds variety.
▼ Lousy collision detection.

CHALLENGE 79
▲ Large levels will take ages to complete.
▼ No real control over your destiny.

The Master System is still without a great beat-'em-up.

PROSCORE 66



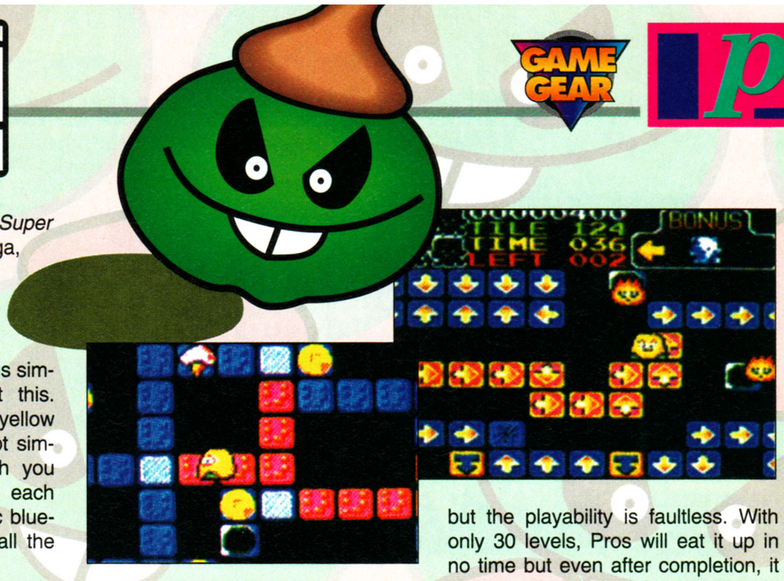
Running battles of the moment: Sega vs Ballistic, Sega vs Ubi Soft, Sega vs Grey Importers...

AVAILABLE IN JAPAN

Cute furry blobs seem to be making a comeback. Over the next few months you'll be seeing that kiwi from New Zealand Story, the Popils guys and the Gadget Twins, but first off there's the French blob known as Skweek.

Skweek came out years ago on home computers, to much acclaim and many rewards world-wide. It was soon followed by a sequel called Super Skweek, featuring Skweek's cuddly cousin of the same name.

Skweek has to paint all the levels of his world and run the gauntlet of vicious ghosts and ostentatious octopuses. This initial puzzle may seem very simple, but will soon have you standing on your head in confusion.



I was a big fan of *Super Skweek* on the Amiga, and it's amazing to see all its addictive gameplay squeezed into the Game Gear. The whole concept of *Skweek* is to keep things simple and the graphics reflect this. Skweek is little more than a yellow blob and the enemies are kept simple. The tracks around which you travel are vastly different to each other but keep the same basic blue-to-pink colours which makes all the special tiles easily visible.

Sound is also simple. The effects are little more than a few squeaks (no pun intended), but the strange tune does seem to suit the gameplay.

PROTIP Just in case you don't make it to some of the higher levels, here are some passwords: AJGP, LLJG, AJEN, ALAL, AJCL and AACC.

Painting tiles and shooting monsters may seem pretty routine but *Skweek* is infuriatingly addictive as you work your way around the tracks trying to find the safest route. The levels are well thought out and progressively difficult, keeping the challenge constant.

Skweek may not look all that good but the playability is faultless. With only 30 levels, Pros will eat it up in no time but even after completion, it is fun to go back to *Skweek* to beat your best time on each level. Destined to become a classic in the mould of *Columns* and *Woody Pop*.

● **Les "Pipskweek" Ellis**

SKWEEK
スクウィーク
ゲームギア
専用ソフト
GAME GEAR
Victor

GRAPHICS 84
▲ Small but vivid landscape.
▲ Smooth scrolling over large levels.

SOUND 76
▲ Happy music plays throughout.
▼ Simplistic effects are poor.

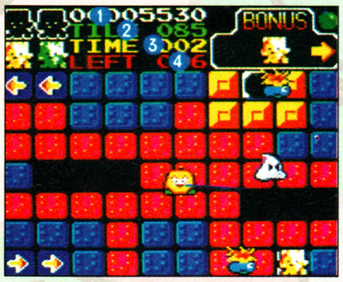
GAMEPLAY 85
▲ An easy idea to pick up.
▲ Appeal to all ages.

CHALLENGE 79
▲ All action is against the clock.
▲ Levels are progressively difficult.

Zee French know how to make 'em – simple yet puzzling.

PROSCORE 84

TILE
TIME 030
LEFT 004



PROFILE

SKWEEK ● INFOGRAMES ● £24 ● IMPORT

CART SIZE	2Mbit
PLAYERS	1
STAGES	30
SKILL LEVELS	1
FEATURES	password

SUPPLIER
Kingbit Games
9 Caledonian Road
Haymarket
Edinburgh
EH11 2DA

Ever crushed a rat? Now that's what I call a squeak.

RINGS OF POWER

With such a magical title, you would hardly expect this game to be about a professional hoola hoop champion, but, remarkably, it is. You play an ambitious sorcery student, Buc, whose master was brutally slain by a corrupted pupil working for the dark side of the force.

Your task is to recover the 11 Rings of Power lost when the rod of creation was broken by two warring gods, Nexus (good) and Void (bad), and avenge your mentor's death. Followers of both religions hid the rings from memory and now it's up to Buc to build a party, find the rings and finally banish Void once and for all.

Remember, the world is a big place, don't trust anyone and search everything for clues. May the Swartz be with you.

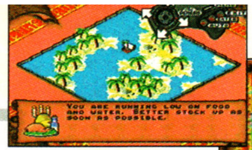
I could not even begin to describe how many locations or situations are open to you as your quest in *Rings of Power* unfolds – and this is a feature almost unheard of nowadays. I have to be honest, at first I hated *Rings* due to some initial control problems and its genuinely high difficulty level – this is not a game for arcadesters. However, once I had completed the first task and visited a few cities, I was fascinated by the intricate plot lines and manipulative characters.

The intro is stunning, with some superb parallax logos and a well-drawn hobbit character. Surprisingly, the sprites are of a low quality compared to other "visual" adventures, but everything fits into the Lilliput landscape perfectly. The perspective is very *Populous* but don't be put off, this has bags more playability.

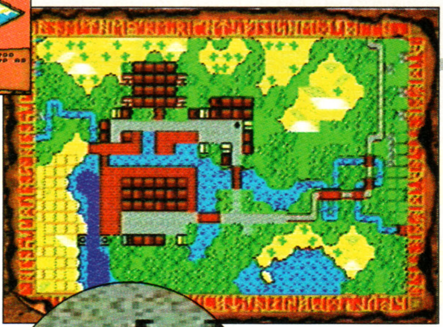
My main gripe with *Rings of Power* is that it is much too easy to die. Apart from the ludicrous odds when fighting bandits, you have to contend with starvation and countless other follies. What I found laughable was the way the manual explains in detail about magic and history, but nothing about elementary functions such as eating or climbing ladders.

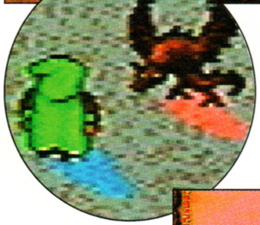
What is so impressive is the sheer scale: the map is huge and with so many people to interact with, you are never short of clues or information. Like *Populous, Rings of Power* may become repetitive after a while but with battery back-up you can always rejoin your adventure later on. *Rings of Power* is a superb RPG full of intrigue and cunning that will totally absorb any sleuth-minded person for months.

● **Damian "Gulliver" Butt**

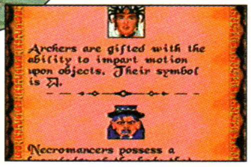


YOU ARE RUNNING LOW ON FOOD AND WATER. BETTER STOCK UP AS SOON AS POSSIBLE.





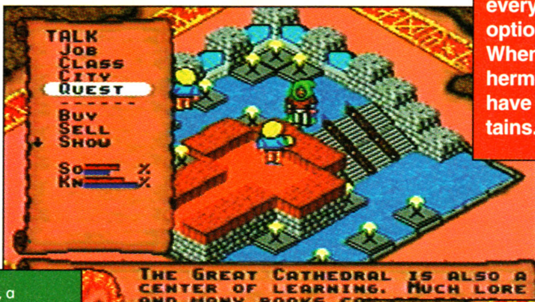
Buc is dwarfed by a particularly vicious Wyvern. Your only form of attack is a Stun spell so start reciting or it's brown trousers time.



Archers are gifted with the ability to impart motion upon objects. Their symbol is ⚡.

Necromancers possess a

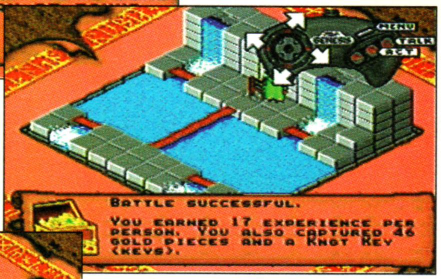
PROTIP Two things are vital, gold and health (just like real life), so you must top up both at every occasion. Remember to search every room with the search option and open every chest. When attacking the grumpy old hermit near the city, always have full strength or it's curtains.



TALK
JOB
CLASS
CITY
QUEST
BUY
SELL
SHOW

THE GREAT CATHEDRAL IS ALSO A CENTER OF LEARNING. MUCH LORE AND MANY BOOKS CA

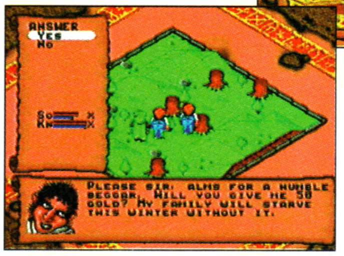
THERE.



BATTLE SUCCESSFUL.

YOU EARNED 17 EXPERIENCE PER PERSON. YOU ALSO CAPTURED 46 GOLD PIECES AND A KNOT KEY (KEYS).

Two shots from later in the game: the enchanter's guild (left) is a place where spells can be learnt. The sewers (below) hold some vital information for Buc's quest.



ANSWER
YES
NO

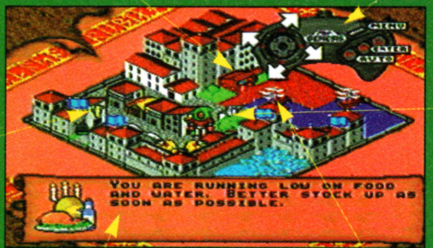
PLEASE SIR, ALMS FOR A HUMBLE BEGGAR. WILL YOU GIVE ME 50 GOLD? MY FAMILY WILL STARVE THIS WINTER WITHOUT IT.

RINGS OF POWER
ELECTRONIC ARTS

The vehicle master from whom you can hire a flying dragon, a dinosaur or a ship. If you have the dosh.

What a useful feature, a help option shows what to press and when.

Various guilds provide you with information and spiritual guidance.



YOU ARE RUNNING LOW ON FOOD AND WATER. BETTER STOCK UP AS SOON AS POSSIBLE.

Hidden behind this tree is the church where an informant waits in the confessional.

Your status scroll occasionally informs you of the bleedin' obvious.

Your ship awaits m'lord. Not only does supporting a crew deplete your food and water but pirates are widespread and mutiny is common.

PROFILE

RINGS OF POWER ● EA ● £49.95 ● OUT NOW

CART SIZE	8Mbit
PLAYERS	1
STAGES	1000s
SKILL LEVELS	1
FEATURES	back-up

SUPPLIER
Electronic Arts
Langeley Business Centre
11-49 Station Road
Langeley, Nr Slough
Berkshire SL3 8YN
☎(0753) 549442

GRAPHICS	▲ Very detailed with impressive titles. ▼ Fight sprites appear blocky and unkempt.	80
SOUND	▲ A vast array of classical tones. ▼ They become grating after a time though.	74
GAMEPLAY	▲ A wealth of tasks and objectives. ▼ Odd controls and some collision flaws.	75
CHALLENGE	▲ Enormous landscape. ▲ Every city has a new problem.	95

Full of depth and challenge but let down by high mortality rate.

PROSCORE 79

Jonathan Ringhole of no Power.

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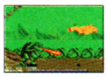

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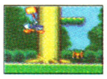

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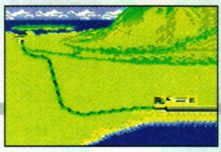

SHADOW DANCER
THE SECRET OF SHINOBI

It is a little known fact but the sequel to Sega's classic ninja game Shinobi is, in fact, Shadow Dancer and not Revenge of Shinobi. Shadow Dancer has already appeared on the Mega Drive and the home computer formats, so it seems strange that the last machine to get a conversion of this Sega game is actually the first machine that Sega ever released. Still, there you have it.

The game centres around a new Sega star, Takashi. This noble ninja warrior must once again save the world from an evil, oppressive force. The violent terrorist group at the centre of the trouble is trying to spoil a crucial space mission. As Takashi, you must use your mystical skills – along with some shurikens, a mighty sword and your ninja dog(!) – to foil their plans. The terrorists were last spotted making for an airplane, so your first stop is the airport.

PROFILE

SHADOW DANCER ● SEGA ● £32.99 ● OUT NOW

CART SIZE	2Mbit
PLAYERS	1
STAGES	4
SKILL LEVELS	1
FEATURES	n/a

SUPPLIER
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Most games are sold on the pictures on the back of the box, and *Shadow Dancer's* do actually look quite good. But statics are deceiving, and these particularly so. The game suffers from two major problems: lack of speed and sprite flicker.

Takashi moves at a snail's pace, making the game very frustrating to play. Ninja games are supposed to be fast, violent action games, but this is just a painful slug out between you and the terrorists.

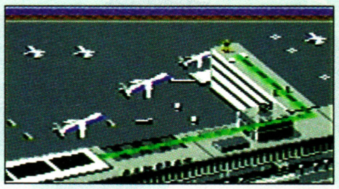
The flicker that afflicts the sprites, be they static objects or projectiles, is appalling. Quite often, it is so bad that you completely fail to notice something flying at you until it actually hits you in the head. The flicker in *Bubble Bobble* was acceptable, but when the problem affects the gameplay it goes beyond just the limits of the machine.

While the screen is falling apart, the background music keeps things together. It's not an amazing oriental concoction, but at least it doesn't irritate. One nice sonic addition is the speech which you get when you cast magic. It consists of nonsensical Japanese screaming and raised quite a smile in the office when we first heard it.

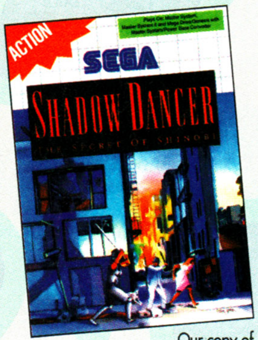
Because of the poor gameplay, it is very difficult to get anywhere in *Shadow Dancer*, therefore I would not recommend it to novices. Experienced ninjas will appreciate the inclusion of magic and the addition of a dog to help you out of those awkward situations, but soon tire of the sub-standard visuals and unresponsive gameplay.

When there are great games like *Sonic* and *Donald Duck* forging a rosy future for MS owners, a game like *Shadow Dancer* does nothing but remind owners of the MS's rough up-bringing.

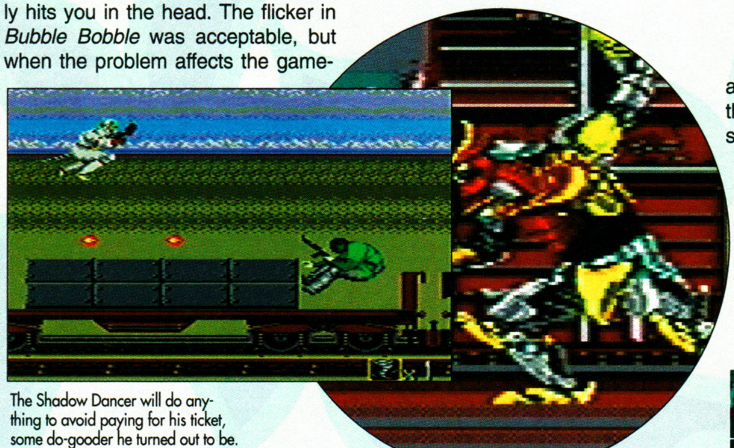
● Les Ellis



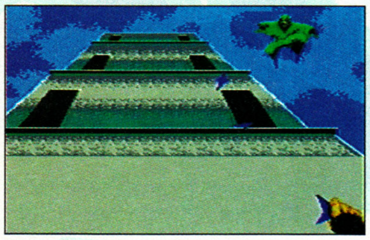
If this game involved Spanish air traffic controllers, old Dancer would have ages to kill everybody.



Our copy of Shadow Dancer was graciously donated by the illustrious KC at KC's Computer and Console Magic, 3 High Street, Loughborough, Leicestershire LE11 1PY. Tel: (0509) 211799. The asking price is a more-than-generous-for-this-time-of-the-year £32.



The Shadow Dancer will do anything to avoid paying for his ticket, some do-gooder he turned out to be.

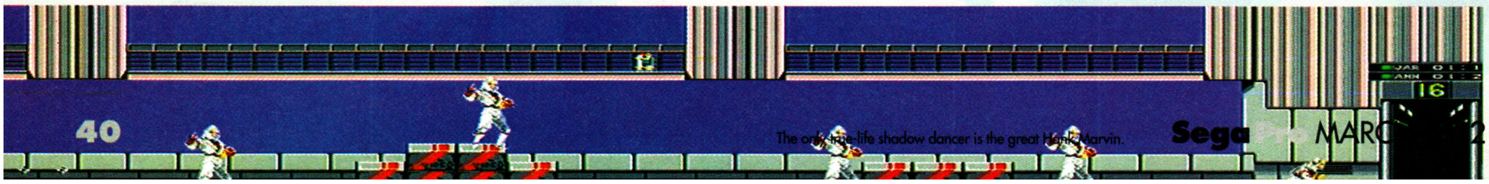


PROTIP Use the dog to full effect. If there's an enemy in an awkward position, duck down and summon your dog. Even if he doesn't kill them, he will give them enough grief for you to take over and finish them off.

GRAPHICS ▲ Backgrounds are detailed and varied. ▼ Inexcusable flicker on most sprites.	65
SOUND ▲ Speech is incredibly funny. ▲ Tune doesn't get on your nerves.	75
GAMEPLAY ▼ Far too slow for a ninja game. ▼ Too repetitive too quickly.	68
CHALLENGE ▼ The faults make it unfairly tough. ▼ Few stages, no skill levels.	70

Don't be fooled by the pictures, this game is a real dog.

PROSCORE 69



The only true-life shadow dancer is the great Hank Marvin.

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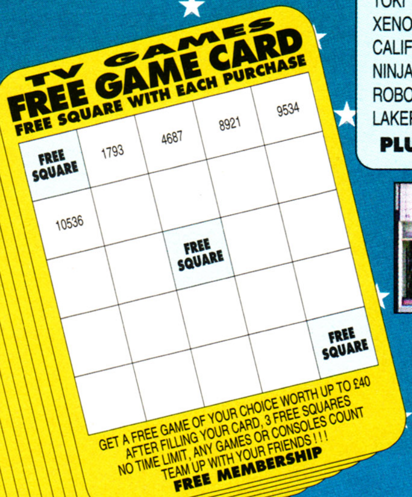

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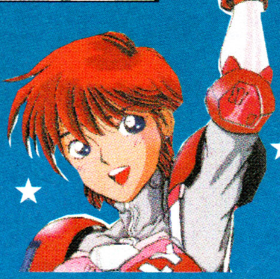

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THE TERMINATOR

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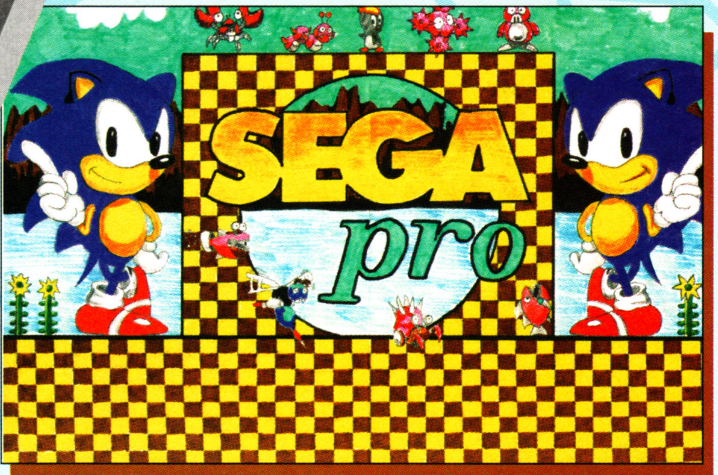
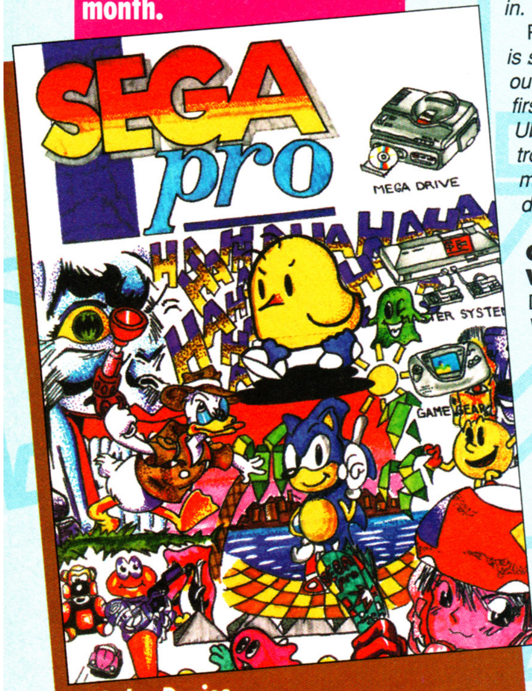


Mark Hobson



Nicholas Davies

MADDEN MAYHEM

Dear SEGAPRO

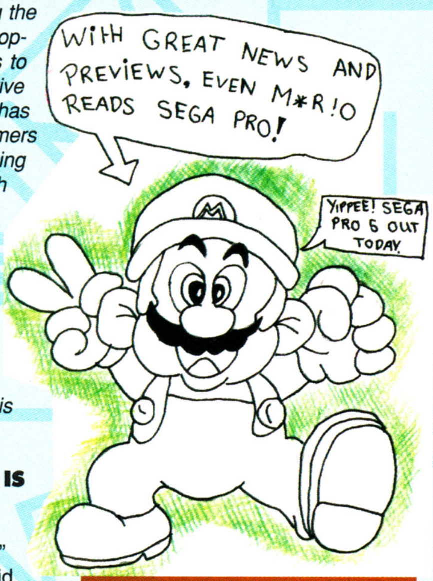
While I was playing *John Madden '92*, halfway through the second quarter the game just went off and the screen pink with "ADDRESS ERROR 0000F1CA FFFF7C17" in the top-left corner. Could you please tell me what happened? I was winning at the time and I went in a right mood.

Also, is there going to be a tennis game on the Mega Drive?

Gary Graves, Hull

We must admit that the same thing happened to us when we were playing JMF92 after we reviewed it. It is basically due to a "bug" in the program. Usually this is due to poor gamestesting and not rectifying the problem in the game's development. The address error refers to a location in the Mega Drive memory where the problem has occurred. Sometimes programmers just don't know what is causing the bug, and if it's not too much of a problem, they'll leave it in.

Pro Tennis Tour 2 is scheduled to come out for the MD in the first half of 1992, but Ubi Soft's recent troubles with Sega may mean it is delayed.


WITH GREAT NEWS AND PREVIEWS, EVEN M*R!O READS SEGA PRO!
YIPPEE! SEGA PRO 6 OUT TODAY.

Shaun Preece, aged 15

COLDHAM IS WRONG!

Dear SEGAPRO

We have a "friend" called David Coldham (weird name!). He thinks Nintendo is the best, which is wrong. He says that the Super NES, which has not been released yet, is a lot better than the Mega-CD. He also says that Mega Drives should be used as doormats. Could you please tell him which is better and put him in his place.

Noel Hennessy and David Evans, Manchester

How can you expect a person with a stupid name like that to know anything about consoles. Has he seen either the Super NES or the Mega-CD – probably not! The Mega-CD has the best sound of ANY games machine, and the largest store for graphics ever! In the USA recently, the Super NES was placed next to the Mega Drive and people were asked to choose which they liked best – 8 out of 10 players preferred the Sega! Also, the Mega Drive has about ten times the amount of software compared to the Nintendo, so stick that David Cold Ham!

JOYPAD NIGHTMARE

Dear ProTest!

I recently bought a Competition Pro Professional Control Pad for my Mega Drive for £18.99. When I got home I found it was just a normal joypad with some flashing buttons and a few switches. The slow-motion was crap; it was just pause auto-repeated, which didn't work well on games like *EA Hockey* and *Streets of Rage*. Also, the two turbo-fire buttons were about as fast as a snail with a wheel clamp. This joypad should be avoided at all costs.

I would like to know why Sega let these people sell rubbish like this and do they make any profit

PROQUOTES

More direct quotes from a range of letters to the Pros this month.

"Do I get a T-shirt?" (No!)
PJ the Pro, Aberdeen

"Why is your mag so brill?"
Glenn Hollywell, Harlow

"You should come to Singapore, it's great here!"
Hedirman B Supian, Singapore

"You have the best mag ever printed."
James Goodwin, Wokingham

"People tell me some great things Sega have done, and I have to confess to them that I have heard it three months before in SEGAPRO!"
David Johns, Colchester

"A Real Rad Mag!"
Richard Maxwell, Southampton

"I have 19 games and I have finished them all."
Dave "Mezer" Meredith, Witney

"Please make SEGAPRO bigger."
Paul Yoxall, Ilford

"Your predictions were close to the truth."
The Doctor

"Why is Di such a cute baby, and Dom such an ugly brute?" (The camera lies.)
Iain Murray, Milltimber

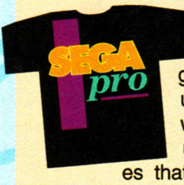
"You're the best mag in the galaxy."
Steven Fearson, Kendal.

from it?
Martin Musgrove, Nottingham

First of all, Sega do not make any money out of products that they do not distribute or approve. As Sega produce their own excellent joypads and joysticks, I would imagine this joypad would not fall into either of these categories, and hence Sega would not make any money from it. The slow-motion problem is common on many joypads as it is impossible to have a proper slow motion without designing a specific box to tap into the Mega Drive's processor (brain) and slow it down by giving it other things to do. The success of joypad slow motions varies, so – as with all hardware – it's best to try before you buy.

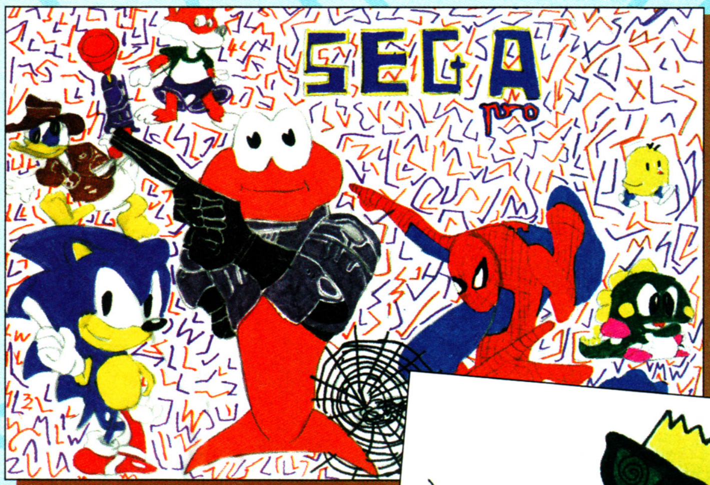
QUALITY STREET

Dear SEGAPRO
Any chance of working out at the end of the year what percentage of MD/MS games that scored over 90%. My guess is it wouldn't be too high.

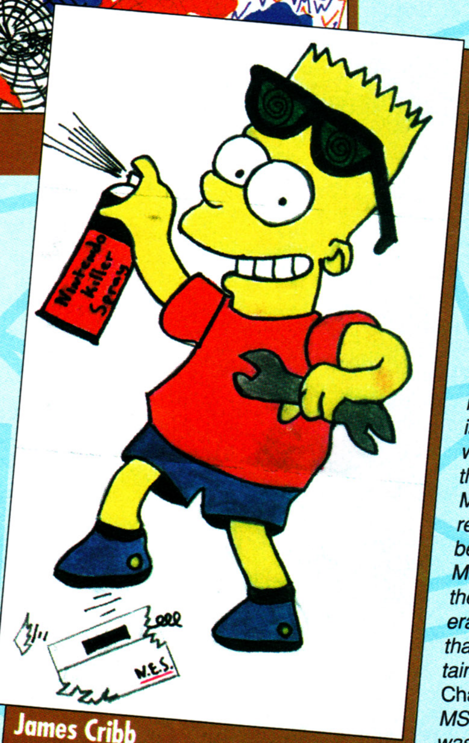


If Sega put out more high quality games, I could understand them wanting to stop unofficial releases that were of lesser quality. But when the unofficial stuff is often just as good as Sega's own, why do they spend so much money on lawyers? Try spending it on some of your releases, Sega.
Michael Coyne, Rayleigh

DOPE NOTE



Martin Woodward, aged 11



James Cribb

Dear ProTest!
I've only had a couple of your magazines and never intend to buy another.
In your "great" review on the Mega-CD you said to scrape off the black film on the connector. After doing this, I took it to a shop to buy the Mega-CD and see if it would work. The man in the shop told me I should not have done it and the material you called non-conductive is.

I would like to inform your readers of the mistake so future buyers will not make the same bodge-up!
Malcolm Walton, Witney

Spaz! We never said anything like that. Either you're getting us confused with someone else, or you can't understand plain English. Either way, scraping things from your Mega Drive expansion port is a pretty dumb thing to do! What the article actually said was: "You may never have seen the [expansion] port as it's protected by a plastic cover. Have a look now... flip over the machine and you should see an arrow embossed on one side of the plastic. Pull this off and you'll expose the connector." Nowhere did we say anything about "black film" or "scraping". Get your facts right, kid – you'll live longer.

PRODUCTION SLOWDOWN

Dear ProTest!
I'm growing very concerned. I bought a Master System for Christmas, not knowing there are not many games being made (as your Guide to 1992 in SEGAPRO#4 shows). Over Christmas, the production of MS games was reasonable, but now it is scarce. Whatever happened to *The Simpsons, Terminator, Die Hard 2* and the other MS games you talked about?

All the software houses are fussing around the GG and Mega-CD. I bet a lot more people have an MS than any other Sega games machine. It's an excellent machine and capable of a lot, as *Sonic, Donald Duck* and *Bonanza Bros* show.

In issue four, your magazine reviewed three MS games and talked about the Mega-CD all the way through. This is good compared with Sega Power, they reviewed two ancient games in issue 25.

Please could you ease my mind and tell me there are more MS games to come and you will try to spread your magazine evenly around the three machines.
Mark R, Kirton

PS: Is there any chance of a MS *Lemmings*? (If the Spectrum can handle it, surely the MS can.)

First off, we are a Sega mag, and try to reflect what is happening in the Sega world. If the biggest Sega thing of the moment is the Mega-CD, then the mag will reflect this. Therefore, because of the sporadic Master System releases, there has been sporadic coverage in the mag. You forget that SEGAPRO#4 also contained the first big preview of Champions of Europe *on the MS – we covered it because it was the biggest MS news of*

PROBLEMS! PROCURES!

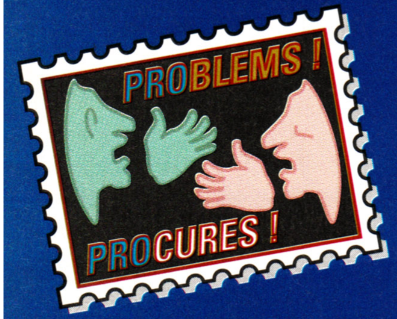
More Mega-CD mayhem, a power adaptor puzzler and some interesting Phaser problems are among the worries that the Pros encounter this month. If you have any questions, send them into ProBlems and ProCures, SEGAPRO, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS.

The Mega-CD yet again dominates the problem corner. **Tony** from London (not very specific!) wonders how grey importers of the Mega-CD can say they're giving a free CD away with the unit, while they're charging over a hundred pound more than the price of the unit in Japan. The reason is that after they have imported the Mega-CD from Japan (where it costs around £210), it will have cost them just under £300 (including VAT, shipping, etc). Therefore they could still justify charging £350 for a unit and throwing in a CD (which would cost them around £30) and just make a profit. Usually, little money is made on the hardware as companies rely on sales of the software to bring in the money.

Old **MH** from Doncaster is back, and wants to know if there are going to be any driving or flight simulations on the Mega-CD. It would seem the ideal medium for these memory intensive programs and you would expect the likes of MicroProse to come out with something before the year's out, although nothing's known as yet.

Another regular, **Captain Wheatgerm** and his sidekick **Quincy the Wonder Sheep**, wants to know if UK CD games will work on the Jap Mega-CD. When they eventually come out, Sega have said they WILL NOT be compatible. This is not just to stop importers, but also to protect the reproduction rights of the music and film clips envisaged on future CDs. For instance, if a game like *Batman* came on CD, the programmers would have to purchase the rights to use clips from the film and show them in Japan, and then to show them in Europe and America – this is why satellite movies are scrambled, too.

Simon Gover asks if Sega will ever do a CD with all their games on


PROBLEMS!
PROCURES!

it. Although we said this was *physically* possible, it is very unlikely as they would have to charge at least £500 for it to pay the programmers of all the games! However, it's safe to assume that some kind of compilation, possibly from someone like Code Masters, will appear on the Mega-CD.

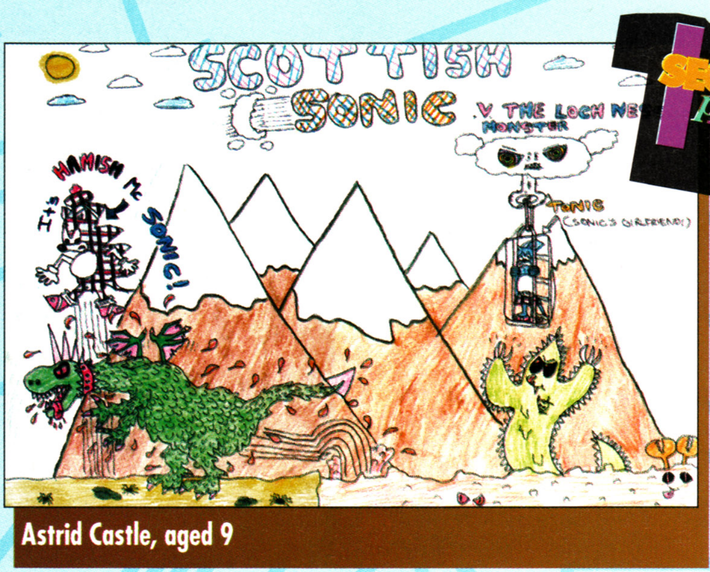
Paul Housden is thinking of upgrading to a Mega-CD and wants to know if it can match the IBM's capabilities. Yes, Paul, the storage and sound should be better, however, the resolution of the screen will not be any higher, certainly not up to hi-res PC.

Mrs L Stubbins from Worksop wrote in to point out that we were not quite correct when we said in SegaPro#3 "there are no compatibility problems with the UK Mega Drive". It's true, there are two problems to consider when purchasing a Mega-CD. (1) It will work with a UK Mega Drive, but the CD sound and pictures will be out of sync. (2) All the text will be displayed in Japanese no matter what switches you have attached as the games are not programmed with English text. We pointed this out last issue too, and hope this has cleared up any confusion that may have been caused. Also remember, when UK games appear they will probably not work properly on the Jap Mega-CD.

Right, with this month's CD queries out of the way, on with the rest...

Sam Stobart is thinking of upgrading from a Master System to a Mega Drive. He wants to know if the Powerbase Converter will allow him to play Phaser and 3-D glasses games on the Mega Drive as well as the normal MS games. Well, sure it will, there should be no problems whatsoever.

Staying with that subject, **Paul Duncan** wants to play MS Phaser games *Operation Wolf* and *Safari Hunt* on the Game Gear via the Master Gear converter. No, Paul, you'll have major difficulty doing that



Astrid Castle, aged 9

the month. Unlike the Mega Drive market, the Master System release schedule is totally reliant on Sega UK. If they decide they only want to release three games in a month, then that is all we will see. Of late, they seem to be delaying a lot of good product for no reason – for instance, Shadow of the Beast *was finished in October, but Sega wouldn't release it until now. The reason we didn't cover many MS games in the 1992 preview was not because there aren't many coming out, but because Sega control most of the releases, and they aren't very forthcoming with release information because it changes so often.*

Yes, there are more Master Systems than any other Sega, and you can be sure that companies won't be ignoring this.

SHIRT-LIFTER

Dear ProTest

I like the way you put tips on reviews, and do previews on games before other mags even know about them.

I bought *Sonic* on the Master System and completed it with the help of ProTips in the December issue of SegaPro.

A SegaPro T-shirt would be nice.

Richard Maxwell, Southampton

It takes more than a few kind words to get a T-shirt, Richard.

GIRLS, GIRLS, GIRLS

Yo! ProTest!

I thought I'd write to say how brill I think SegaPro is, it's a totally wicked mag. But I would just like to say, I'm a girl. Shock, horror! We girls do read your brill mag as well, you know!! So why do you only print letters from boys? I would like to know.

Claire Armstrong, Woking

Hey, if we got more letters from girls, then they'd be printed. As it is, we've only had boys (and a few mums) writing in so far. So, how about it, girls? Send us your views, we want to hear them.

ROSS IS DROSS

Dear Pros

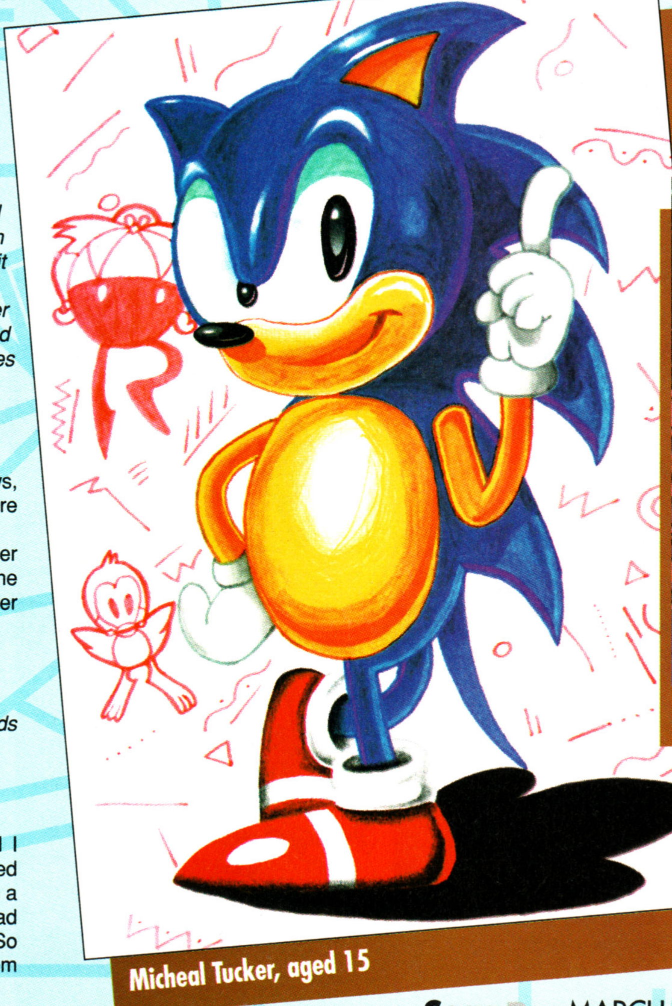
What is Jonathan Ross [SegaPro#2] on about? Sega adverts are at least entertaining unlike Nafftendos. They advertise at Kid's ITV time to trick the gullible kids into buying it. Besides, Ross said Nintendo would mention Mario, Simpsons and WWF. Well, the last two are coming out on the Mega Drive too. Besides, the Mega-CD can beat the Super Naff easily. I have even seen a Sega advert twice tonight; they are goods that are well delivered. Go, go, Sega.

By the way, try this rhyme:

At first I did not know
About Mega-CD and co
But which mag did me show?
You guessed it, SegaPro.

The Doctor

Very dodgy rhyme.



Micheal Tucker, aged 15

Definitely

Never trust a one-legged man selling a bike.

EXIT COMP

In that strange bit hidden at the bottom of the contents pages last month, we said:

If only Robert Maxwell were alive today, he'd look at the way Sega was run and say...

Christopher Cumming from Dundee completed the sentence by saying:

"*Mirror, Mirror* on the wall, who's the fairest of them all?"

The mirror replies (in a "soft" voice):

"Well, Bob, it's like this. To build a great success takes many honest stages. In Sega's case, to get that good took ages. *Today*, it looks as if they will never go under (glug, glug). Failure is a word not in their dictionary and neither is blunder."

Bob replies:

"Oh boy, I'm just swimming in admiration here. I think I'll just *cart* myself off and buy off a couple of MDs (Managing Directors). Whoops, sorry, I should have said buy a couple of Sega MDs for my two boys, that should keep them quiet. But on second thoughts, they don't say very much anyway, so I'll buy them a couple of suckers from the sweet shop and put the rest of the money in my pension account."

Chris gets a cart for that wonderful play on words.

s a change from Sonic!

SONIC CONFUSION

Dear SegaPro

Being as *Super Kick Off* is coming out on the Mega Drive, why don't they put it on the Mega-CD? Imagine it, you could have umpteen close-ups and animated sequences.

David Linforth, aged 13

Also, I bought my *Sonic* from Dixons. Why did I get an English box, an American cartridge and American instructions?

Dominic Williams, Dyfed

The strange Sonic *saga is due to Sega UK's decision to import American carts and instructions because they couldn't supply enough of the UK ones for the demand. To an observer, it would seem strange the Sega UK – paragons of the official product – actually sold American carts of a game, yet tried to convince people it was totally UK by having an English Mega Drive cover. Such is the wacky world of Sega.The same thing also happened with Mega Drive versions of* Quackshot, *it's nothing to worry about as everything's compatible.*

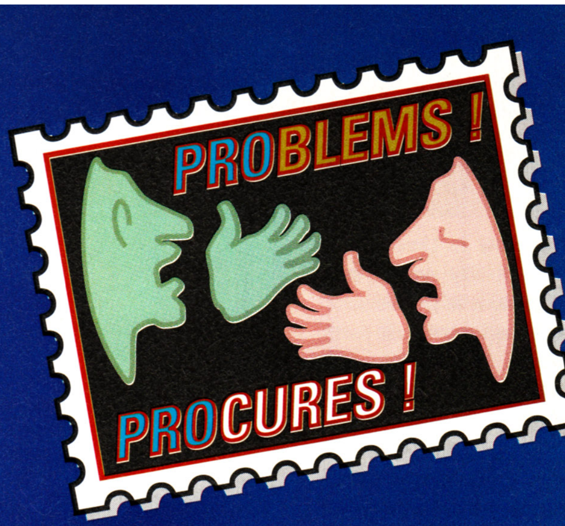
MARTIN'S A DWEEB

Dear ProTest!

There is an annoying boy I know called Martin Kornacki (he thinks he's a real cool dude... Ha!). He says that *Sonic, Fantasia, RoboCod* and basically all Mega Drive games and the Mega Drive are crap, stupid and a waste of money and that the Super NES rules. I would have beaten him to a pulp, but I'd rather seek your advice. Please leave a message for him in your next issue that will send him back to the pit of scum where he should dwell.

Alex Pluskowski, Wandsworth

Kornacki, what sort of a name is that? It sounds like the sort of foot disease my gran caught while on holiday in Kenya. Anyway, Mr Kornacki, we have your address and if you spread any more rumours about any Sega goods, you can be sure that your life will take a turn for the worse. Anyway, if you're so cool, then how come you're not reading SegaPro, *everyone knows that it's the ultimate street accessory.*


PROBLEMS !
PROCURES !

as the Light Phaser does not work on the Game Gear no matter how close you put the gun to the screen.

The picture of the white Game Gear that we have used in the past few issues has raised some eyebrows. **Matthew "Tat" Lowing** and Paul "me again" Duncan would like to know more about it. Well, the white GG appeared in Japan in limited supply a few months after the black one. They are now impossible to get hold of, even in Japan. They were originally produced by Sega as the start of a range that would feature red and blue GGs. However, only the white one was produced and regrettably no more have been seen. Rest assured, if we do manage to get hold of one we will put it up as a competition prize.

Just to prove we have questions from girls too, here's a question from **Dominique Tobbell**. She's got a Master System and Game Gear and wants to know if the power adaptors are interchangeable. Yes, they are (unless your Game Gear is American), you will have no problems. She's also bought *Populous* on the recommendation of the many excellent reviews it received in other magazines, but isn't that impressed with it. She wants to know if the game will grow on her or should she sell it and buy something else. It seems *Populous* does have some very loyal fans on console magazines, but we must say that no-one down here plays the game very much. If you don't like it now, then you probably won't ever. Sell it and get *Sonic* on the MS instead. *Populous II*, which may come out on the MS at the end of this year, is a much better game.

Colin Welby has just bought *Roadblasters* on the Mega Drive, but is confused that the cart says Genesis on it (the MD's name in America) but is the official UK shape. This is due to the fact that UK and US carts are totally interchangeable, which is why Sega sold Genesis *Sonic* carts as the official thing last year. He's also wondering if he will like *The Immortal* as he usually only buys shoot-'em-ups. Well, Colin, take our word for it *The Immortal* is one of the best Mega Drive games ever. It's quite easy to get into, and with the two part guide we printed in SegaPro#3 and #4, you shouldn't get too frustrated with it.

Glenn Hollywell has hundreds of questions... Will a C64 joystick work on the Master System and vice-versa? No, because of the fire/start buttons... Is *Donald Duck* good on the MS? Yes, we gave it a ProYo!... Which version of *Sonic* is best? The Game Gear one – just. The list goes on...

On a completely different subject, **James White** would like to know if there are any SegaPro binders available. Yes, there are, or should I say there will be very soon. We're currently in the process of getting some, so keep your eyes peeled.

Now here are the answers to a few questions about games that people want on their machine.

David Jackson asks about a MS version of *Bionic Commando*. Sorry, not as yet, David, it's only on computer and NES. A hopeful **Paul Williams** would like *Pit-Fighter, Streets of Rage, Road Rash, F-22* and *James Pond* on the MS or GG. The only one that may appear is *Streets of Rage*, but even that is unlikely. **Glenn Hollywell** wants to see *Terminator 2* and *Sonic 2* on the MS, and he may well have his wish granted in the latter half of the year. **Paul Milne** asks about a GG version of *Lemmings*. Mmm, well it's coming out for the Lynx and Mega Drive, so one would assume that a GG version might appear. Paul also asks about a Judge Dredd game, but sadly we haven't heard any news of one yet.

Lastly, Paul Milne also wanted to know if "our" Richard Monteiro remembers his days on the mag Amstrad Action? Yes, all the rumours are true, Paul, and Richard is still trying to flog those dodgy CPC sound samplers...

The chances of something happening are directly inverted to its desirability.

LASER GHOST

Ghost City is Les's kind of place. It only appears every 13 years, it is located somewhere between life and death, and is inhabited by dark-hearted creatures who detest all things beautiful.

These animals feed on the souls of good people, like 10-year-old Katherine. But, boy, did they pick on the wrong chick this time. Katherine is a girl with an attitude problem. She doesn't like the idea of having her soul stolen, so she has called on her friend (if you'll be her friend) to come and rescue her.

Armed only with your .357 Magnum Light Phaser you must protect Kathy as she walks through the haunted areas.

With this kind of black scenario how could *Laser Ghost* fail to impress me?

The whole game is very slickly presented, from the neat title screen, through the excellent story sequence with the pages of a book turning over, to the separate static pictures between each of the seven levels.

The in-game graphics are also top-notch. The backgrounds are packed with things to shoot, and the sprites that you encounter are beautifully coloured and animated. In fact, the standard of detail is close to *Donald Duck*, but being a Phaser game (with the option of joypad if you haven't got a light gun) the collision detection is a bit wayward.

Within the MS's major sound limitations, *Laser Ghost* has done well to muster up some horror music to play during the game. Just turn the lights off while you're playing, and you soon get the atmosphere you're looking for. The sound effects, though, are disappointing, consisting only of about four sounds.

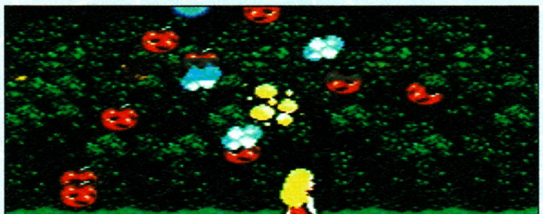
Phaser gun games normally suffer from being completely unplayable, even if you use a joypad, but this one is a real joy to play with either controller.

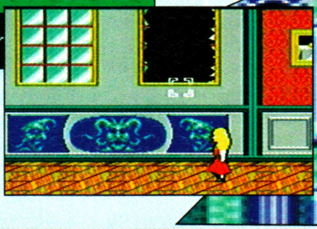
Ultimately, *Laser Ghost* is a little easy. I can't see it lasting any longer than a couple of days at the most, but for younger Phaser owners this is definitely worth considering.

● Les "phased" Ellis

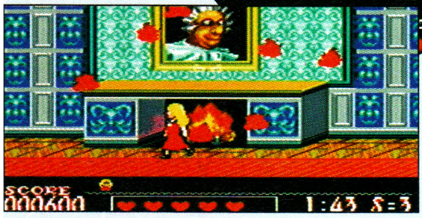
PROTIP

When passing open doorways, keep the sights near the top of Kathy's head as bats and other flying creatures will attack as soon as she walks by. When they appear, you don't have to move the sights far to blast them and save Kathy's energy.





Waltzing through the woods poor Kathy finds a cherry, in fact she gets attacked by loads of them. To the right she walks through a haunted house and gets attacked by chairs and pictures.



Notice how Sega kindly put a picture of fat publisher Monteiro on the wall. This is the level guardian in the haunted house.

PROFILE

LASER GHOST ● SEGA ● £29.99 ● OUT NOW

CART SIZE	2Mbit
PLAYERS	1
STAGES	7
SKILL LEVELS	1
FEATURES	Phaser

SUPPLIER
Sega UK
16 Portland Road
London
W11 4LA
✆(071) 7278070

GRAPHICS ▲ Very atmospheric, doom and gloom. ▲ Some of the weirdest creatures ever.	90
SOUND ▲ Eerie tune haunts you to the end. ▼ The few spot effects are poor.	82
GAMEPLAY ▲ Stacks of fun as you blast away. ▼ Soon gets repetitive	79
CHALLENGE ▼ Levels are too short. ▼ Very easy to complete	70

A refreshing approach to a shoot-'em-up – although a bit simple.

PROSCORE

AVAILABLE IN JAPAN

TECMO WORLD CUP '92

If you're an armchair supporter who enjoys large, colourful graphics, smooth animation and a fair dose of playability then *Tecmo World Cup* will satisfy you. However, if you are a bit more choosy about the games you buy then you will instantly discover this game's main fault, accuracy – it does not have any.

There are some redeeming features, the response time is very fast and complicated volleys with the final back flip into the net are easily learnt. There is also some excellent collision detection, especially around the goal mouth where fair decisions make or break the match.

The graphics are great but the sound is dire. The whistle and tackle effects are irritating and there is a truly tortuous, grinding tune that does not complement football at all.

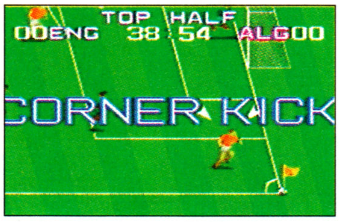
Compared to the coin-op, which I play regularly, there's no speech or zoom-in facility and the programmers have even neglected to include a replay of goals. On any sports games, seeing your glory moment over and over again is half the fun.

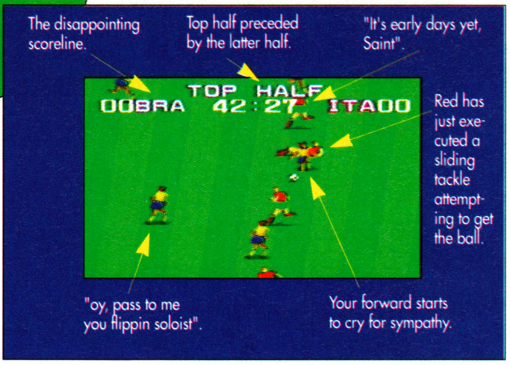
Unfortunately, the general pitch action is slower than such greats as *Super Kick Off* and the strange perspective makes scoring difficult, and with the absence of aftertouch the number of shooting angles is severely reduced.

With *Super Kick Off* arriving later this year, *Tecmo World Cup* will soon be booted into touch.

● **Damian "Boot" Butt**

PROTIP When you get right up to the goal and there's only the goalie to beat, walk one way and then quickly flick the ball in the opposite direction and into the top corner of the net.





The disappointing scoreline.

Top half preceded by the latter half.

"It's early days yet, Saint".

Red has just executed a sliding tackle attempting to get the ball.

"oy, pass to me you flippin soloist".

Your forward starts to cry for sympathy.

GRAPHICS	▲ Large smooth player graphics. ▼ No replays, zooms and bland title screens.	**78**
SOUND	▼ Appalling effects. ▼ Similarly depressive tune.	**21**
GAMEPLAY	▲ Terrific in two-player mode. ▲ Highly addictive during long matches.	**83**
CHALLENGE	▲ The cup is significantly hard to attain. ▲ Head to head is always appealing.	**80**

No frills, no rules, just basic football – a short-lived attraction.

PROSCORE 69

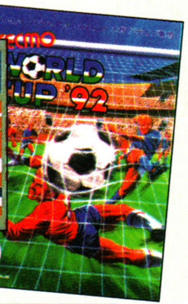
MEGA DRIVE

Well it's certainly taken its time, but at last there could be a decent football sim on the Mega Drive (World Cup Italia 90 is very old and not that good).

Tecmo World Cup 92 is converted from the arcades, where it was originally Tecmo 90, which made sense as the last World Cup was in that year (not 1992!). Anyway, it provides any aspiring Linekers with the chance to play a head-to-head match or take part in the World Cup against the world's best teams.

With Super Kick Off hopefully arriving soon, can the horizontal format compete against the successful overhead view?

TEAM SELECT 1P
FRANCE

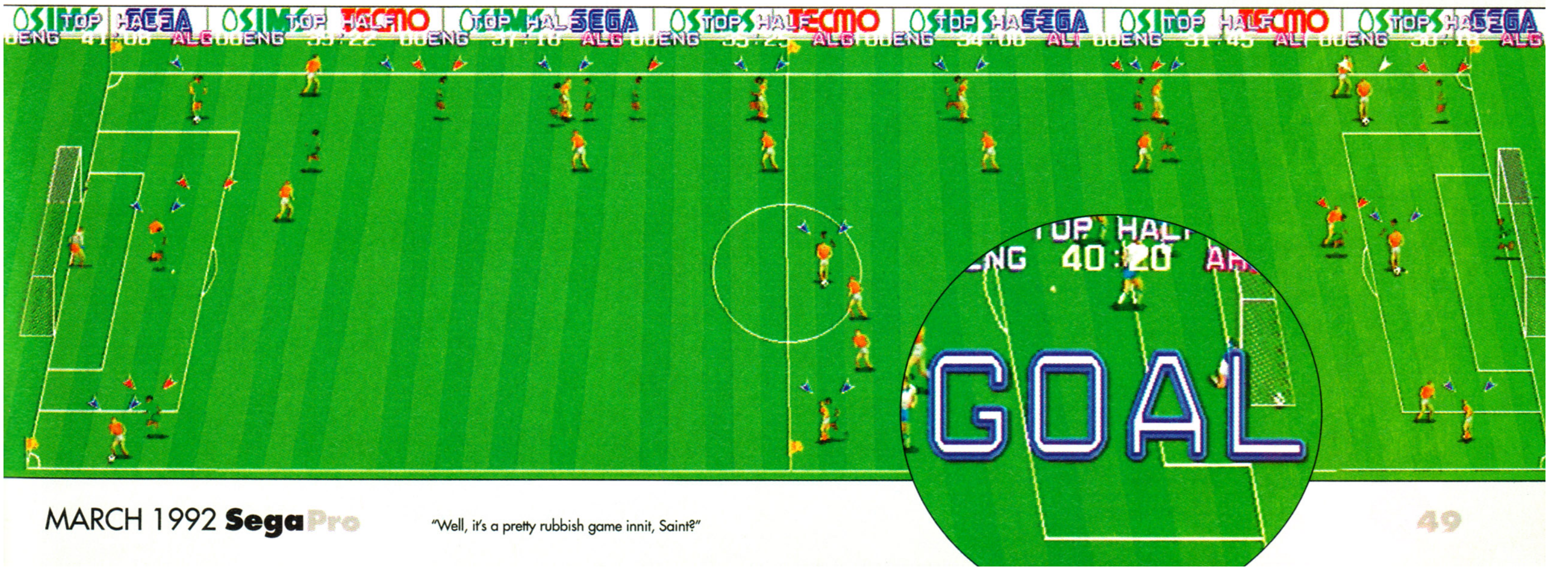


PROFILE

WORLD CUP 92 ● TECMO ● £38 ● IMPORT

CART SIZE	2Mbit
PLAYERS	2
STAGES	World Cup
SKILL LEVELS	5
FEATURES	versus

SUPPLIER
Console Concepts
The Village
Newcastle-under-Lyme
Staffordshire
ST5 1QB
✆(0782) 712759

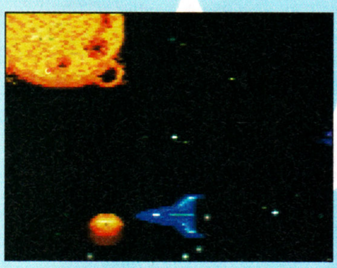


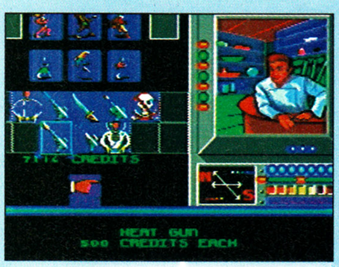
"Well, it's a pretty rubbish game innit, Saint?"

Enrolled in the galaxy's most prestigious espionage organisation (NEO) and dedicated to the defeat of the RAM forces, you grew up in the shadow of the greatest hero ever known, Anthony "Buck" Rogers. Now that Earth is in NEO hands, you have been pushed into service as the RAM counter-threat increases.

As a born leader, many dangerous missions await you, so you must choose a well-trained party and stock up for the perils that lie ahead. Specific skills will be needed, such as programming or piloting, and each mission poses even more perplexing problems. From the radiation-drenched planet of Mars to the asteroid outposts and the deathly quiet of deep space, you must battle RAM's every effort to reclaim Earth.

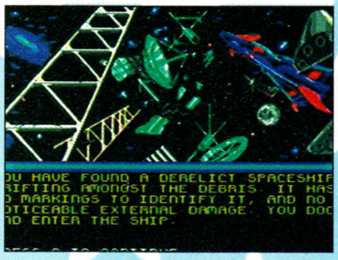
Who knows, in your interstellar exploits you may even come across the great man himself...





HEAT GUN
500 CREDITS EACH

Stuck for ammo? Not enough guns? Do not fear, the ubiquitous shop is here. Spend a bit and you get some Lifestyle vouchers.



```
OU HAVE FOUND A DERELICT SPACESHI
RIFTING AMONGST THE DEBRIS. IT HAS
O MARKINGS TO IDENTIFY IT, AND NO
OTICEABLE EXTERNAL DAMAGE. YOU DOC
ND ENTER THE SHIP.
```

The quality of EA's RPGs has been ever increasing since they released *Might & Magic,* and compared to the complex *Rings of Power* (page 38), *Buck Rogers* light relief. For strategy fans who are just starting out, this is perfect. Totally icon-driven and crammed with clues, *Buck Rogers* is my kind of game.

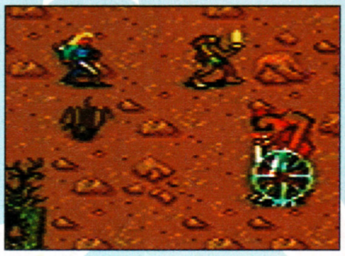
Luckily looks are not everything because, let's face it, the graphics are not going to win any awards, although there are some excellent statics throughout and the space combat can be amazing. Sadly the sound is also dire, with some distinctly Doors-like tunes and fairly wimpy effects.

What makes *Buck Rogers* so appealing is the immense depth of play. With many NEO missions to complete and situations to overcome, each one requiring a keen mind, the challenge is guaranteed. Elements such as the thunderous space combat scene, planet exploration and all-out ground war mesh together with calculated precision to create a world that is totally believable. Zipping from planet to planet completing various NEO sorties is instantly compelling.

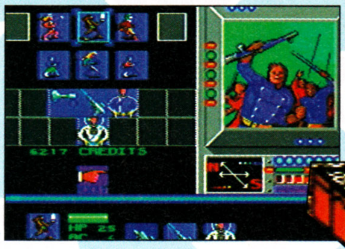
The icon-system reminds me of the old Speccy game *Shadowfire* and those in *Buck Rogers* are just as easy to use. I applaud the way that you are told when objects are near and the plethora of helpful hints and characters so that you are never totally stumped.

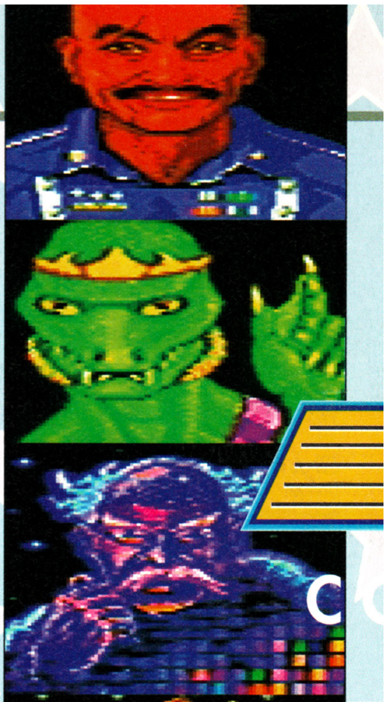
The space combat is original and well executed; I loved blasting a ship to pieces and then boarding for a free-for-all pillage, but it is frustrating when your opponent seems to have more luck than you. The status screens are all simple to read and keeping track of your party is a full-time job. I have to admit to sharing an affinity with the plucky guys and girls whose destiny I was controlling, I even found myself swearing revenge to the troop who cut down my favourite character.

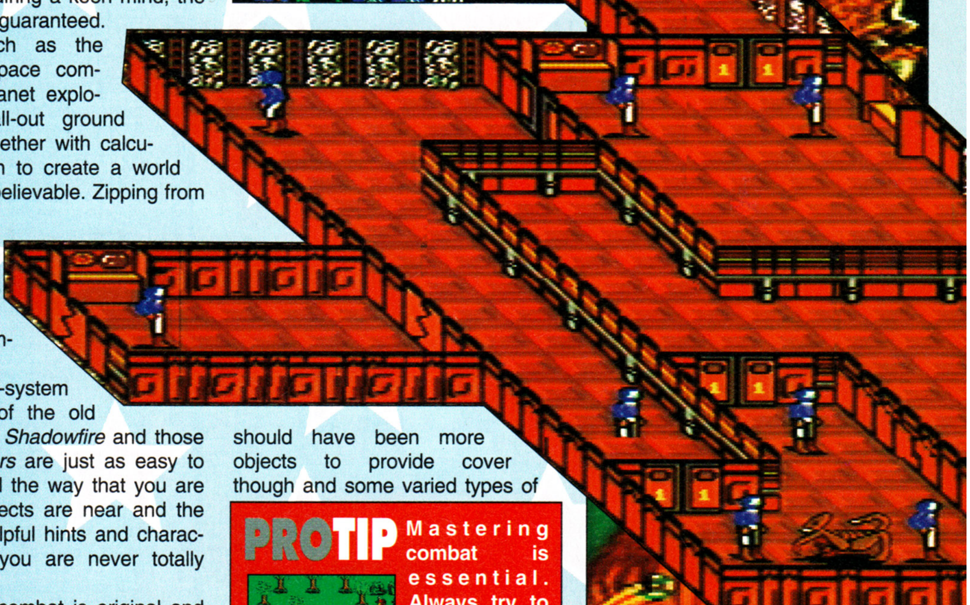
Buck Rogers scores highly in the strategy stakes because there is so much to do; exploring, pioneering and full scale fire-fights soon become a way of life. Once mastered, ground combat is fun, especially if you are fully equipped, but time does drag somewhat when you are heavily outnumbered but well defended. There should have been more objects to provide cover though and some varied types of



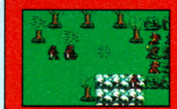
Isn't that just typical! Here you are, trying to save the Martians, and where's Buck? Up to some monkey business with Wilma, no doubt.



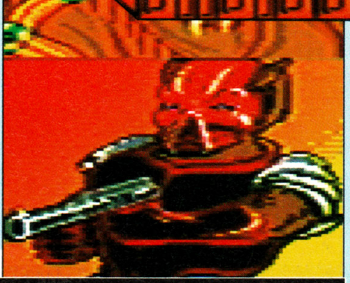




PROTIP



Mastering combat is essential. Always try to out-flank your opponents and then backstab them from behind. This improves your hit percentage and drops those bad guys even quicker. Also, sell any excess equipment at the supplies shop.



(In Tweeky voice) Beedy, beedy...

PROFILE

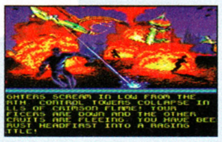
BUCK ROGERS ● EA ● £49.99 ● OUT NOW

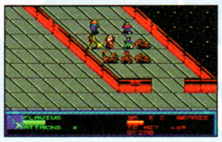
CART SIZE	8Mbit
PLAYERS	1
STAGES	10+
SKILL LEVELS	1
FEATURES	back-up

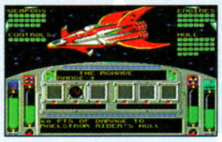
SUPPLIER
Electronic Arts
Langeley Business Centre
11-49 Station Road
Langeley, Nr Slough
Berkshire SL3 8YN
✆(0753) 549442

XXV BUCK ROGERS

UNTDOWN TO DOOMSDAY


GHTERS SCREAM IN LOW FROM THE
RTH. CONTROL TOWERS COLLAPSE IN
LLS OF CRIMSON FLAME! YOUR
FICERS ARE DOWN AND THE OTHER
CRUITS ARE FLEEING. YOU HAVE BEE
RUST HEADFIRST INTO A RAGING
TTLE!





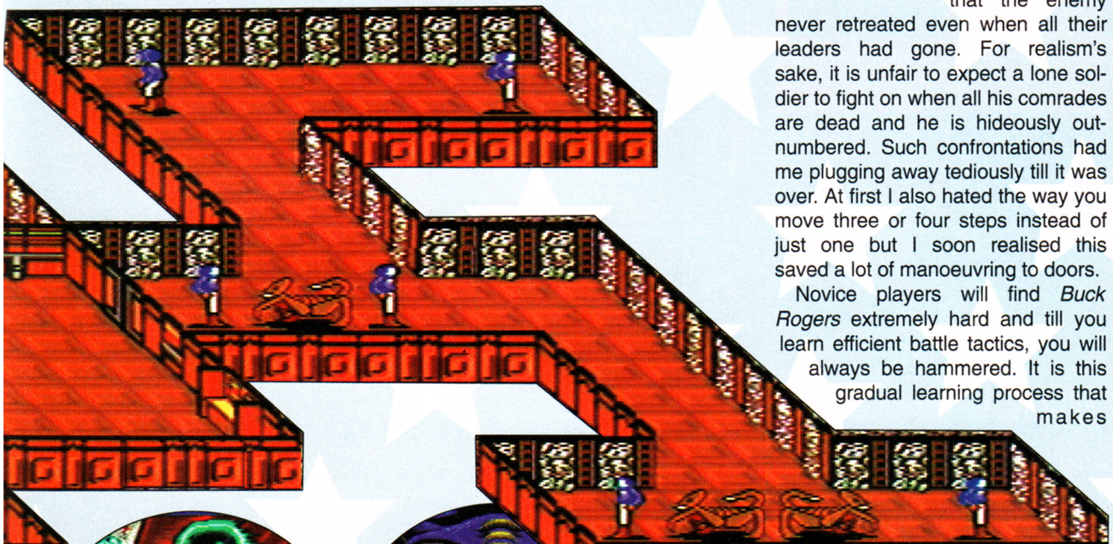
60 PTS OF DAMAGE TO
MAELSTROM RIDER'S HULL

shot would not have gone amiss.

A major disappointment was that the enemy never retreated even when all their leaders had gone. For realism's sake, it is unfair to expect a lone soldier to fight on when all his comrades are dead and he is hideously outnumbered. Such confrontations had me plugging away tediously till it was over. At first I also hated the way you move three or four steps instead of just one but I soon realised this saved a lot of manoeuvring to doors.

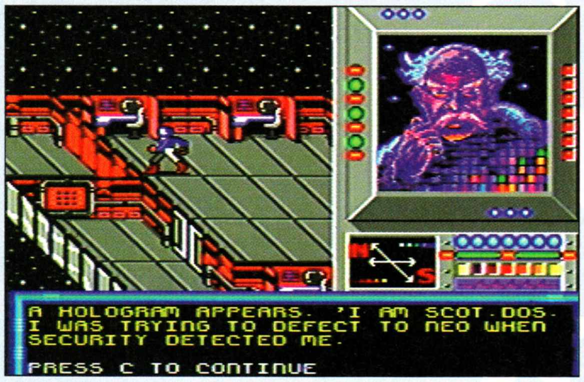
Novice players will find *Buck Rogers* extremely hard and till you learn efficient battle tactics, you will always be hammered. It is this gradual learning process that makes *Buck Rogers* highly addictive and packed with long-lasting appeal.

● **Damian Butt**



RISES, TRANSLUC
GLOWING GLOBUL
FIGURE'S F

OOMSDAY LASE
ACTIVE


A HOLOGRAM APPEARS. 'I AM SCOT.DOS.
I WAS TRYING TO DEFECT TO NEO WHEN
SECURITY DETECTED ME.

PRESS C TO CONTINUE

GRAPHICS	▲ Animated sequences are excellent. ▼ Most graphics are just functional.	71
SOUND	▼ Organ music throughout is annoying. ▼ All SFX are very weak.	24
GAMEPLAY	▲ Once you're in, you're in for good. ▲ Combats add spice to a great adventure.	88
CHALLENGE	▲ Countless missions and situations. ▲ User-friendly for beginners.	89
PROSCORE	The ideal RPG: easy to learn and bursting with heroic missions.	86

RASTAN

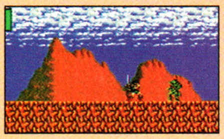
HACK-'EM-UP
MASTER SYSTEM

88

The game is basically a slice 'em 'n' dice 'em romp over many levels. You will find weapons along the way to help you, although you'll have to work out for yourself which is best. Good graphics and sound make this a classic game.

RASTAN SAGA

HACK 'N' SLASH
GAME GEAR



86

Long game but very addictive as you bash and slash your way through numerous levels of weird creatures. The backgrounds and sprites are a joy to watch as they move smoothly and have great detail.

RC GRAND PRIX

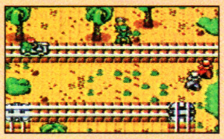
RACE GAME
MASTER SYSTEM

75

There are ten courses to compete over, and to qualify you must finish in one of the top three positions. Steer well clear of the multi-player mode. .

RESCUE MISSION

SHOOT-'EM-UP
MASTER SYSTEM



89

You have three medics with you and a rickety old hand cart for your transport. Use your Sega Light Phaser to shoot enemy troops trying to prevent you getting to your injured men. One of the best Light Phaser games that you are likely to come across.

REVENGE OF SHINOBI

SHOOT-'EM-UP
MEGA DRIVE

96

Another oldie but goldie. Widely considered to be the best in the genre. Colourful graphics and thumping sound. make this a great game – indeed, a classic.

RINGSIDE ANGEL

WRESTLING
MEGA DRIVE

69

Cute pictures of Japanese girlies still don't make this a beat-'em-up worth purchasing. Sadly, the many moves are very hard to access which makes the game very off-putting for most players. Still, if you like weird covers on import games, this one should brighten up your shelf.

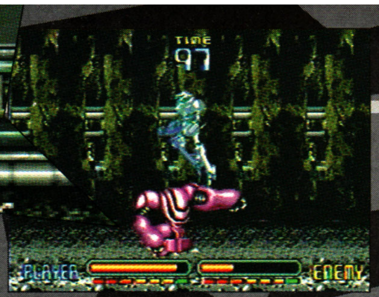
AVAILABLE IN JAPAN

HEAVY NOVA

If you thought the ED-209 robots in RoboCop were tough, you should see these guys. Heavy Nova pits justice machine against havoc robots in a gratuitous display of violence.

You are the ultimate law enforcement unit and, after extensive training against combat drones TROL, GARO and ZAM, you are thrown into duty for the United World Defence Forces. Rampaging droids have taken over a starbase and are ransacking its technology for their own twisted ends.

The name of the game is dirty moves; throw fairness out of the airlock and get those elbows in. You will need to employ such hostile moves as the jump kick, back drop and hammer knuckle to get the edge. Remember, it's all or nothing and failure means being recycled into a Fiat Panda.



More strength, more cunning but lacking in sheer courage our hero opts for the flying away option (wimp).

What has happened to originality these days? This is the third game to come from Japan where mean creatures (in this case, robots) clash in a one-on-one fight to the death. Basically, this is *Fighting Masters* on CD and even the transformation from beast to metal has not improved on the formula.

Being on CD, the intro is, of course, amazing, with filmic panning shots and beautifully shaded graphics. The detail on the main robot is especially gratifying and I am glad to see some interesting camera angles being utilised for dramatic affect.

PROTIP The most useful item to find if you are to win all your fights is the level-up item. This increases your skill and opens up a whole new avenue of moves like missile and shoulder tackle.

Options are as comprehensive as you would expect, but the chance of skipping right to the last stage seems to defeat the object of playing it. As you progress from one opponent to the next, the gameplay does vary slightly from horizontal to eight-way scrolling, but this alone does not stop the game from becoming monotonous very quickly.

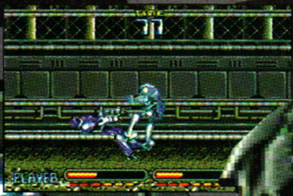
The title music is appalling, with a squeaky female singer who has obviously never heard of being in tune. It is also cut short just as she's giving it the full volume. I came to the conclusion that the Mega-CD couldn't stand the noise either.

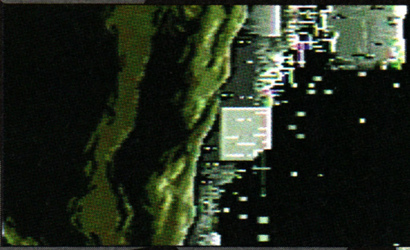
The opponents and central sprite are smoothly animated but a little too slow to respond, and turning around in the heat of the fight is a nightmare. As a result, when you get hit repeatedly, it is almost impossible to escape the punches.

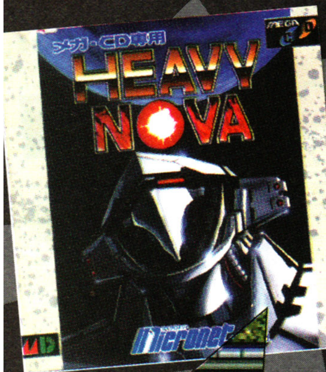
Worst of all, the death sequence is a real wimp out: all you get is a few measly sparks and a pathetic multicoloured light.

Heavy Nova has terrible music, average graphics and disappointing gameplay. However can they justify this for a Mega-CD release?

● **Damian "Metal Mickey" Butt**



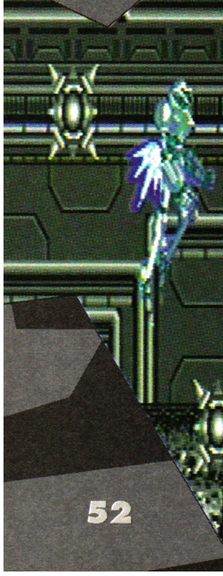


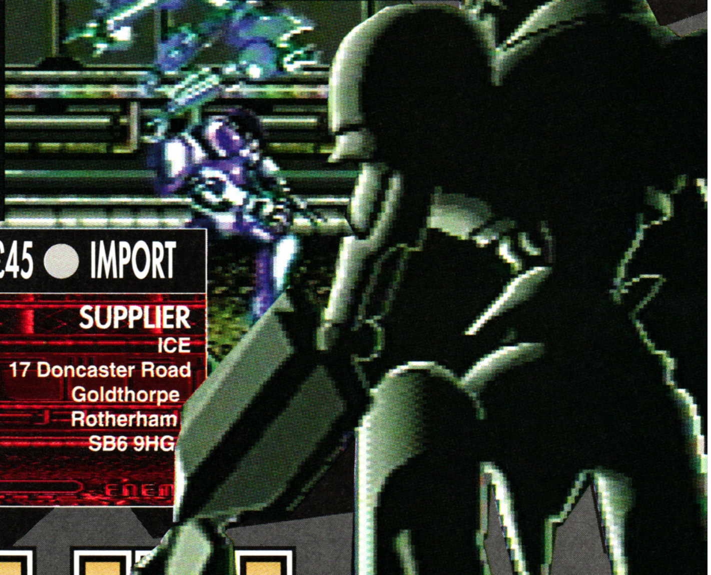


PROFILE

HEAVY NOVA ● MICRONET ● £45 ● IMPORT

CART SIZE	n/a	SUPPLIER ICE 17 Doncaster Road Goldthorpe Rotherham SB6 9HG
PLAYERS	2	
STAGES	8	
SKILL LEVELS	3	
FEATURES	teamplay	





"Heavy metal dudes!"

GRAPHICS ▲ Intro sequence is atmospheric. ▲ Great detail on all sprites.	80
SOUND ▼ Terrible title tune. ▼ No fighting effects.	52
GAMEPLAY ▼ Soon gets frustrating and boring. ▼ Can be hard to control.	70
CHALLENGE ▲ Difficulty is set high. ▼ But too few levels.	67
Nothing here justifies it being on Mega-CD. **PROSCORE**	69

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AVAILABLE IN JAPAN

GALVANIC GUNNER ALESTE

GAME GEAR

GG Aleste is a conversion of the blazing Mega Drive shoot-'em-up released last year. But this ain't no straight port, the latest version has been totally restructured with new levels and more guardians. In short, anyone who's played the original will hardly recognise the game. Even the manual shows that a great amount of time has been spent on this conversion, with the pages packed with colourful screens and informative tables.

To aid you, there are various power-ups that bestow you with the expected awesome powers. With these legendary tools of Armageddon, the enemy fortresses are sure to crumble. Go forth and give them a napalm enema...

After reaching level three I was already well hooked with the fast action and incredible weapons of this hot conversion. The graphics are generally of a high standard and knock the brilliant *Halley Wars* out of the stadium.

What really made me open my eyes and get some serious playing in, was the sequences between, during and after the levels. Many shoot-'em-ups just stick the ship in a new climate and expect you to believe that a baking desert is a stone's throw away from the arctic. *GG Aleste* consigns all previous attempts to the bin. Whether it's the well detailed demo or the ingenious continuity scenes showing, for example, the ship revving up and shooting off into the distance, *GG Aleste* is consistently surprising.

As with the original, the weapons are different and vastly powerful. I was also impressed by the enemies' attack patterns: seldom did they follow the well trodden paths, but new and dangerous routes. To finish you off, all the guardians are well drawn and more often than not change into three or four incarnations before they finally explode.

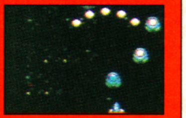
My only niggle is that it may not be challenging enough for real Pros. It does have eight levels crammed with action, but play slows down slightly when many sprites enter the screen.

Amidst all this violence, you may not even hear the vibrant soundtrack that plays throughout, but cranking the volume up to full really enhances the experience. Unfortunately, the laser sounded like a hyper active grass hopper.

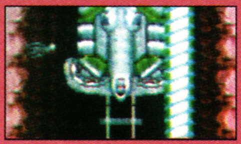
Pips *Halley Wars* to being the best shoot-'em-up on the GG.

● **Damian Butt**

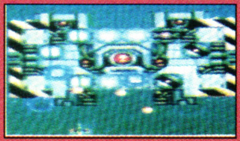
PROTIP Use the cartridges from the flying canisters to become invulnerable for a short time. This means if a bullet is about to kill you, pick one up and shoot through it to escape. Remember that green bullets can be shot but orange ones are indestructible.



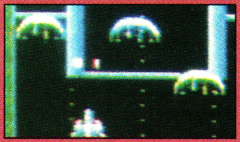
GALVANIC GUNNING



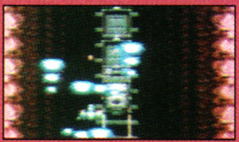
(L)aser – Deadly effective against stationary lines of enemy and guardians but no good in a crowd.



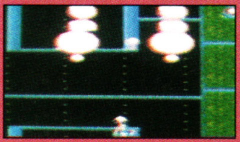
(H)oming – Best when powered up, but still leaves blind spots.



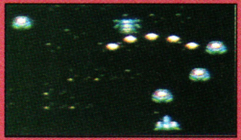
(W)ave – Riot control. When your neck deep in aliens you don't want anything else.



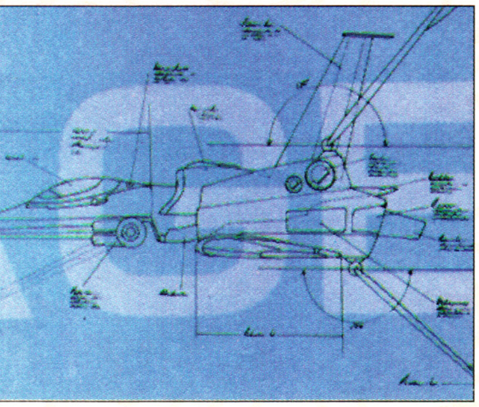
(D)efence Fire – Don't get stuck with this sad excuse.



(N)apalm Runner – A messy business but does the job on gun emplacements.



(M)ag Spread – Can be fairly effective but needs power-ups.



COMPILE
GALVANIC GUNNER
GG
ALESTE
GGアレスタ
ゲームギア
専用ソフト
GAME GEAR

GRAPHICS 94
- ▲ Original guardians and backgrounds.
- ▲ Colourful weapons and explosions

SOUND 89
- ▲ What every GG should sound like.
- ▲ Explosions defy all explanation

GAMEPLAY 92
- ▲ Easy to pick up.
- ▲ Weapon select is painless

CHALLENGE 75
- ▲ More levels than most.
- ▼ But ultimately easy to complete

If you liked *Halley Wars* then *GG Aleste* is an essential purchase.

PROSCORE 89

PROFILE

GG ALESTE ● COMPILE ● £24 ● IMPORT

CART SIZE	2Mbit
PLAYERS	1
STAGES	8
SKILL LEVELS	2
FEATURES	n/a

SUPPLIER
KC's Computers & Console Magic
3 High Street
Loughborough
Leicestershire LE11 1PY
✆(0509) 211799

GG stands for Galvanic Gunner.

LINE OF FIRE

Jack certainly isn't a dull boy. In his quest to make Rambo look like Larry the Lamb, Jack has infiltrated a top secret enemy base (which isn't that secret after all if Jack has found it) and stolen a new secret weapon (which he knew about before he broke in so it wasn't that secret).

Now Jack, in an attempt to emulate his long long cousin Jack the Ripper, must run the gauntlet of enemy soldiers and weaponry to make it back to his home base. Luckily he has hidden some boats and helicopters under some nearby bushes to help him, so things should be weighted in his favour. Don't you just love it when a plan comes together...

An itchy trigger finger is the key to success in this game. As you've probably already realised, this game isn't going to feature much adventure strategy. No, just violence mixed in with a not-very-subtle blend of even more violence.

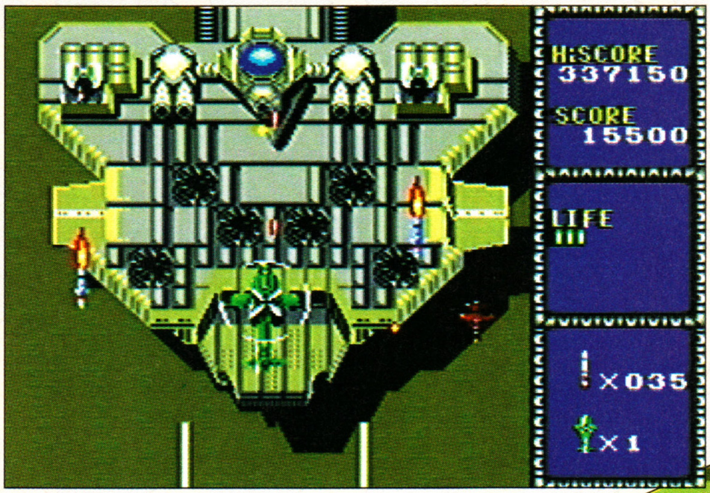
After the impressive title logo scrolling across full screen, you get into a very manic game. The backgrounds are a little plain, but this is probably just as well because the foreground action is intense. All the action takes the same view as *Commando*, except you're never actually on foot, you're always controlling either a jeep, boat or plane. Firing from these large units has to be very accurate as the enemy soldiers are tiny, in fact too small on occasion.

This may all sound fairly simple, but *Line of Fire's* playability is helped by variety. The different crafts, and their unique handling characteristics, help this immensely, and along with the ramps to cliffs and other landscape quirks, add real depth to the gameplay.

While you're running around, a simple tune plays in the background. The few sound effects are a bit better, though. The bullets fly off with a rattle and your rockets smash into the enemy with a nice crunch and a bang.

The old shoot-'em-up format is still going strong on the MS, and this has given a new lease of life to the genre.

● **Les "the sprat" Ellis**



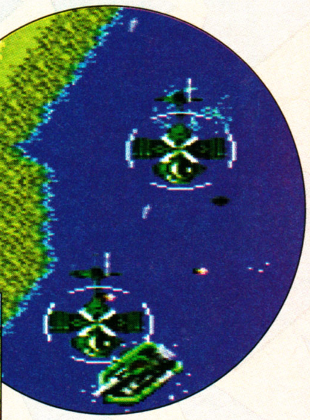
Airwolf was never like this. This is a particularly nasty base because it doesn't know when it is beaten. Shoot out all the guns and you'll see what I mean.

PROTIP One little trick to learn straight away is how to guide your rockets into an enemy when you're nowhere near him. If you are on one side of the screen and an enemy appears, fire two or three rockets and then straight away move across the screen; your rockets will follow you across the screen.

SHOOTING
SEGA
LINE OF FIRE

Our thanks to TV Games for burning this cart to us for review. If you want to get it from them, contact Jase the Lad at TV Games, 11 Castle Parade, Ewell By-Pass, Ewell, Surrey KT17 2PR. Tel: (081) 7867816.

GRAPHICS ▲ Fine looking guardians and long levels. ▼ Some of the sprites are too small.	79
SOUND ▲ Good effects, but needs more of them. ▼ Simplistic tune plays throughout.	67
GAMEPLAY ▲ No subtleties here, just a good blast. ▼ No two-player mode.	79
CHALLENGE ▲ Six long levels packed with challenge. ▲ Progressively difficult.	85
Continuing the high-quality trend of recent MS releases. **PROSCORE**	82



LINE OF FIRE
STAGE 5
DESERT
AVOID INCOMING
MISSILES

This map will guide you from the jungle to safety, with just the odd stop for a bit of violence and carnage. All in a day's work for a tough guy like you.

PROFILE LINE OF FIRE ● SEGA ● £32.99 ● OUT NOW

CART SIZE	2Mbit
PLAYERS	1
STAGES	6
SKILL LEVELS	3
FEATURES	n/a

SUPPLIER
Sega UK
16 Portland Road
London
W11 4LA
✆(071) 7278070

A cinema is the USA had to be evacuated because of a fire – it was showing Backdraft at the time.

MEGA DRIVE

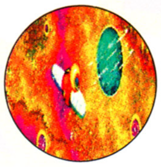
AVAILABLE IN JAPAN

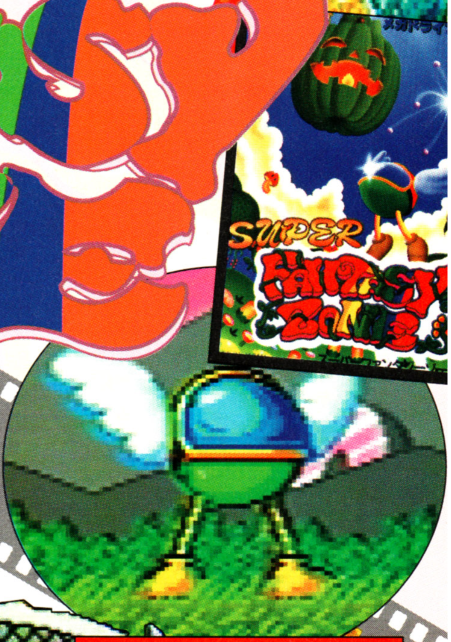
SUPER FANTASY ZONE

MEGA DRIVE

If you have a marked aversion and a strong prejudice against little round space ships with wings who live in a technicolour world called the Fantasy Zone then you will applaud the Dark Menon Force. This invasion group of planetary pillagers and wreckers have decided that the Fantasy Zone would look much improved if someone (ie, them) concreted over the purple pleasant land and killed off all the refugees from Sesame Street who inhabit it.

However, those unsporting creatures have decided to send their hero Opa Opa to halt the Menon Force in its tracks. Fat chance, mate! Still, he does look well 'ard with those add-on boosters and industrial lasers but against the mighty guardians of the Dark Menon Force (large echo) he hasn't a chance – has he?





No-one can say the graphics on Super Fantasy Zone are bland, on the contrary they reach out from the screen and literally tear your eye balls from their sockets. Vivid colours ooze from every area of the screen and the general standard of the backgrounds is excellent. Your first glimpse is of a rainbow-coloured title screen which rapidly cuts to stunning statics outlining the plot. The animated sequences look almost as good as a CD, and that's no lie. Visually it's very similar to the original and the characteristic cuteness is still present but the standard of sprites and host of add-ons make SFZ a whole new experience.

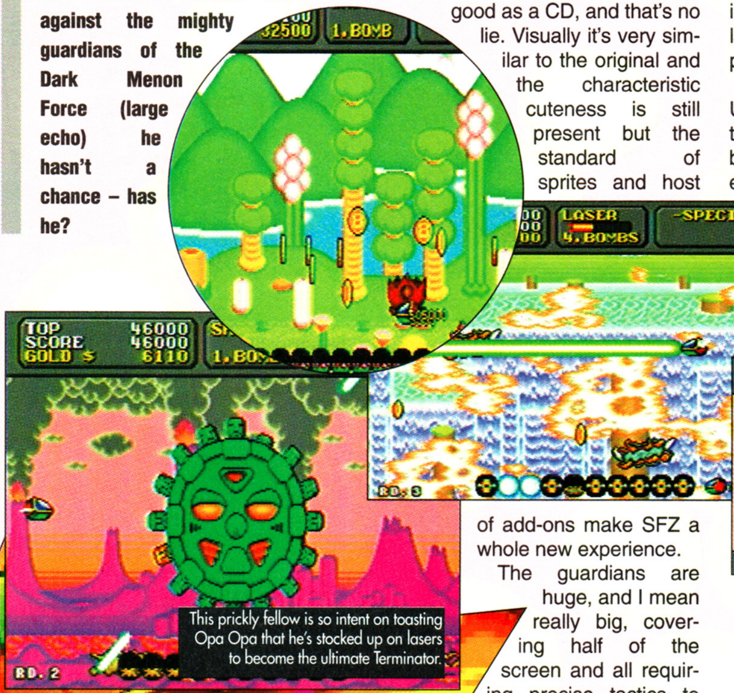
The guardians are huge, and I mean really big, covering half of the screen and all requiring precise tactics to destroy. In particular, the monster kin is extremely satisfying to crack open. There are also some clever touches, such as the giant flying fish which sucks you in and the seemingly impregnable laser porcupine.

Unfortunately, the annoying gap between the collision and actual explosion is still alive and kicking and this was the only gremlin that really made me mad.

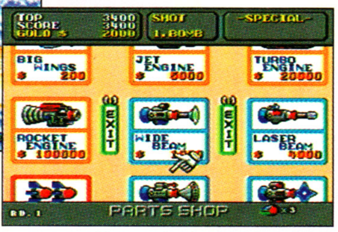
Each level is accompanied by a cracking good tune and there are admirable spot FX and jingles throughout which complement the goofy action. My main criticism is that SFZ is way too similar to the first. It's all good fun for a few hours but the appeal soon wears off and what you are left with is a standard shoot-'em-up with some pretty graphics – but this is not enough to keep it from falling into obscurity.

● Damian Butt

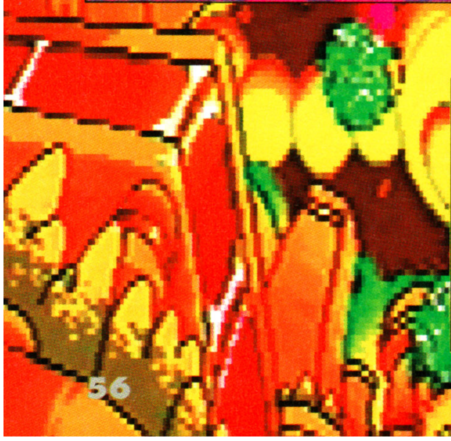
PROTIP Having troubles with the first guardian? Just go to the shop and buy two sets of cluster bombs. If you fly immediately above him when he appears and drop both sets of bombs on his heads, he will explode saving you the hassle of destroying him with lasers.



This prickly fellow is so intent on toasting Opa Opa that he's stocked up on lasers to become the ultimate Terminator.



The parts shop is where you can purchase everything from a cuddly toy to a heavy duty laser or an extra life. Be prepared for inflation, even Norman Lamont can affect the prices in *Super Fantasy Zone*.



PROFILE

FANTASY ZONE ● SUNSOFT ● £35 ● IMPORT

CART SIZE	8Mbit
PLAYERS	1
STAGES	10
SKILL LEVELS	3
FEATURES	n/a

SUPPLIER
Kingbit Games
9 Caledonian Road
Haymarket
Edinburgh
EH11 2DA
✆(031) 3379610

GRAPHICS	▲ Psychedelic, man! ▲ Guardians are colourful; great intro.	90
SOUND	▲ A plethora of jingly jangly tunes. ▲ SFX are consistently vibrant.	86
GAMEPLAY	▲ Fast and sometimes furious. ▼ Still some annoying collisions.	81
CHALLENGE	▲ Progressively tough and varied levels. ▼ You may soon get bored.	79

Still bursting with the original's wacky dress sense and playability.

PROSCORE 80

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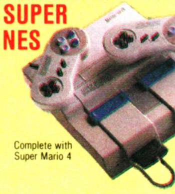

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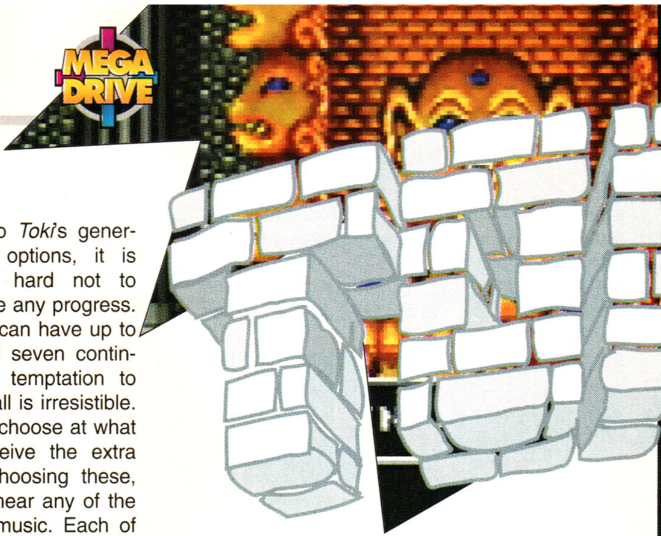


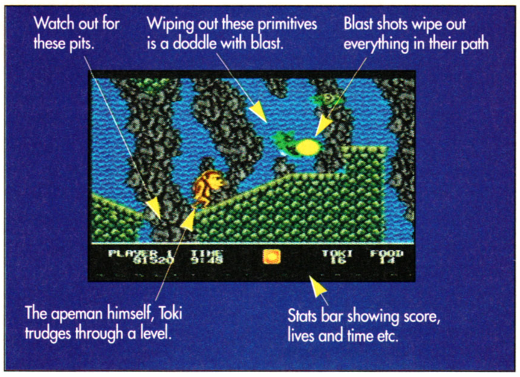
Toki first appeared on the home computers last year through a terrific licence from Ocean, and now he's back to fight the jungle battle all over again.

Toki's story is a sad, but strangely familiar one. Toki, or Tom King as he *was* known, was walking hand in hand through the forest one day when all of a sudden one of those evil, oppressive types jumped out from behind the bushes and snatched his young girl.

"Okay", Tom mumbled to himself, "a butch lad like me can get girls at the drop of a hat – this is no hardship." But on hearing this, the kidnapper decided to turn Tom into a gorilla and thus finish his girl-hunting days for good.

Stuck with being banished to a life of celibacy or rescuing his old girlfriend and rectifying his unfortunate condition, Toki trudges off in search of the ogre...

Due to *Toki*'s generous options, it is very hard not to make any progress. You can have up to nine lives and seven continues, and the temptation to choose them all is irresistible. You can even choose at what point you receive the extra lives. While choosing these, you can also hear any of the 17 pieces of music. Each of these is used on a level and its guardian, making each section have an individual atmosphere. The sound effects, though, are poor with some appalling speech.


Watch out for these pits.
Wiping out these primitives is a doddle with blast.
Blast shots wipe out everything in their path
PLAYER 1 61520
TIME 9:48
TOKI 16
FOOD 14
The apeman himself, Toki trudges through a level.
Stats bar showing score, lives and time etc.

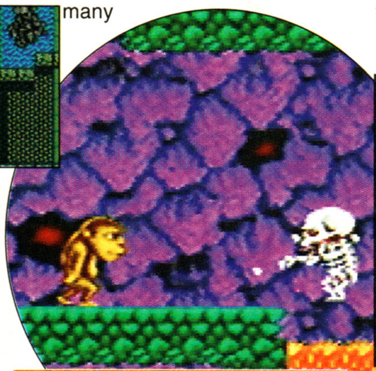
Graphically, *Toki* looks just like the arcade machine, even down to the gorgeous shimmering effect on the underwater level. Most of the backgrounds have several levels of parallax scrolling, and really enhance the feeling of being deep in a jungle or whatever.

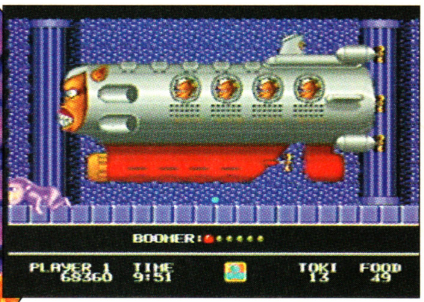
The characters you meet along the way are varied and superbly coloured, particularly the fire dragons that hatch out of eggs. The level guardians are very large, but criminally easy to beat.

The ease with which you can progress is *Toki*'s main fault. The combination of the many many lives, continues and dopey enemies makes this a game that you will soon complete. The graphics and sound are mostly above average and although the simplicity is *Toki*'s only fault, it is a severe one. When you start playing, you really want to complete this game, but once you have done so, you never want to play it again – and at £35 that's not good value for money.

● **Les "Apeman" Ellis**

Toki is a strange enough name in itself, but did you know in Japan people call this game *Ju Ju Legend* (and that's the version we reviewed). Another "strange but true" fact is that the American name for the game is *Toki Goes Apespit*. When this game finally comes to the UK it will probably be known as plain and simple *Toki*, just like the home computer versions.





And I thought the Beatles must have been stoned to come up with a Yellow Submarine, how about one with a face that is full of ugly creatures. Toki, you'll believe that an ape could swim.

PROTIP Look before you leap. On most of the levels, when you come to a ledge and can't see where to go, try looking up and down first. This will probably reveal a sneaky platform or even some kind of bonus icon.

GRAPHICS ▲ Some great background effects. ▲ A wide variety of original enemies.	84
SOUND ▲ 17 differing pieces of music. ▼ Mediocre effects and lousy speech.	80
GAMEPLAY ▲ Combination of platform and shooting. ▲ Very rewarding to play.	86
CHALLENGE ▲ Great for novice players. ▼ No challenge for the experienced Pro.	62

A sound conversion, but it is far too easy for most MD players.

PROSCORE 78

PROFILE

TOKI ● TAITO ● £35 ● IMPORT

CART SIZE	4Mbit
PLAYERS	2
STAGES	9
SKILL LEVELS	4
FEATURES	n/a

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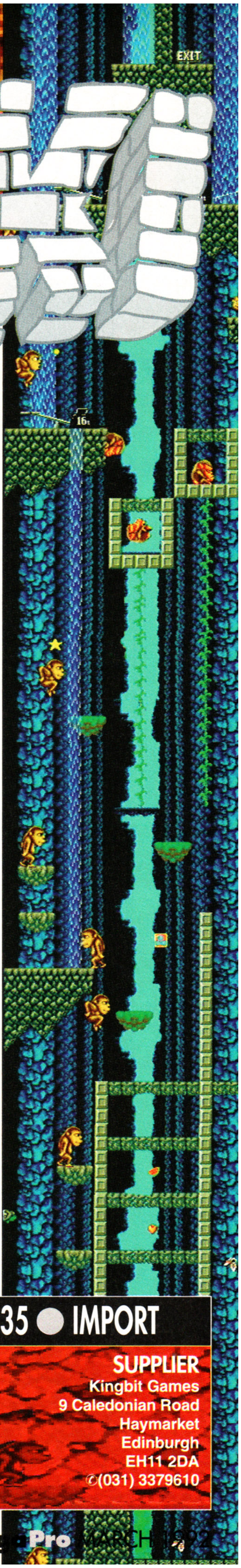


You'll go ape over this one.

SPACE HARRIER

Well, we've had G-LOC on the Game Gear, so why not another arcade conversion as equally ludicrous. I mean, the idea of squeezing the thrill of riding the Space Harrier chair into a hand-held is something else, but will it really capture the arcade spirit?

Space Harrier was one of Sega's first crowd-pullers in the arcade; it was THE game that pioneered the sit-down coin-op in which you were thrown around the place to almost chuck-up proportions.

When the computer versions appeared in the mid-Eighties, the game got well slagged off, but the console versions have fared a bit better.

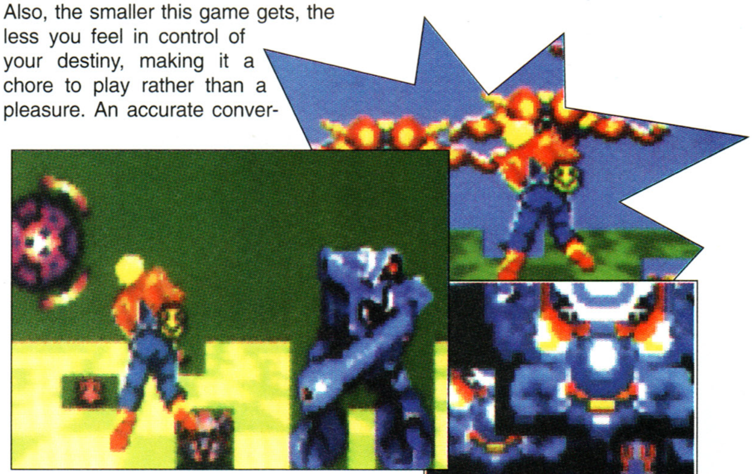
This will probably the last version you'll see of Space Harrier...

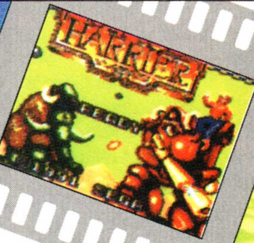
While it's hard to imagine spinning around in a chair when playing any conversion of the coin-op, *Space Harrier* on the Game Gear does at least make an effort to look like the arcade version. The landscape is the traditional chequered display and rushes beneath you at a tremendously fast and smooth rate. However, it does slow down when you get stacks of enemies and their bullets on screen, but if you're any good that shouldn't happen too often. In fact, the graphics are top-notch, apart from looking a little blocky later on into the game. The sonics are hardly Mega-CD, but the GG does make an attempt to utter "Get Ready" occasionally. The music is really strange and, while good in its own right, is totally unsuitable for the aggressive frenetic action of Space Harrier. It sounds more akin to something at a fairground.

The challenge is still there, but without the chair, the original game soon became very monotonous and this is the case with the GG version. Also, the smaller this game gets, the less you feel in control of your destiny, making it a chore to play rather than a pleasure. An accurate conversion of a very boring and dated coin-op. Why did they bother?

● Les "Spaced out" Ellis

PROTIP If you get stuck (or bored), try out these level codes: FBHE, BFCH and AGEC.





SPACE HARRIER
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If you can't wait for *Space Harrier* to come flying into a Sega stockist near you, we got ours from KC's Computer and Console Magic, 3 High Street, Loughborough, Leicestershire. Tel: (0509) 211799. For £24 you can take off and have a blast frenzy.

PROFILE

SPACE HARRIER ● SEGA ● £24.99 ● OUT NOW

CART SIZE	2Mbit
PLAYERS	1
STAGES	12
SKILL LEVELS	1
FEATURES	password

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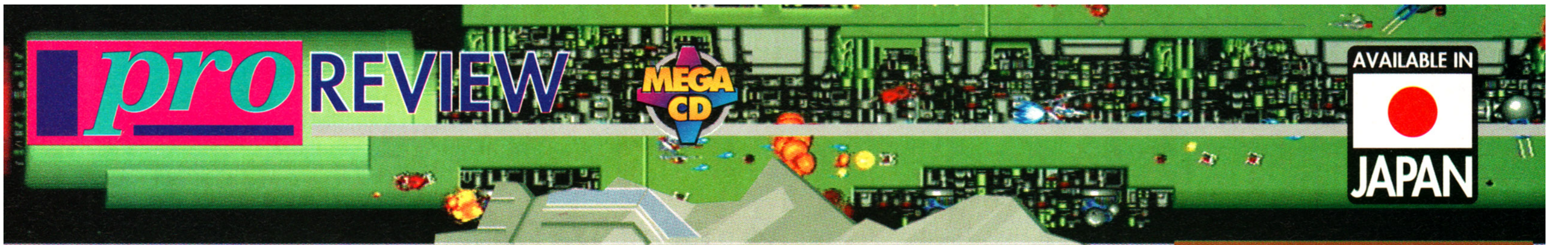
GRAPHICS	▲ Fast and smooth movement around the screen. ▼ Terrible blocks around some enemy sprites	80
SOUND	▲ Brave attempt at speech. ▼ Unsuitable music.	78
GAMEPLAY	▼ Poor collision detection is frustrating. ▼ No addictive qualities; too repetitive by far.	65
CHALLENGE	▲ Some of the levels are very tough. ▼ But would you want to keep trying?	73

A nostalgia trip you may want to forget in a hurry.

PROSCORE 71

Sega send messages by harrier pigeon.



AVAILABLE IN JAPAN

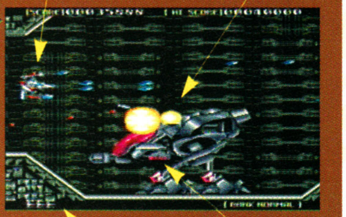
SOL-FEACE

Sol-Feace is the first Mega-CD shoot-'em-up and presents you with six levels of pure mayhem packed with tons of ways of getting killed.

The basic plot is immaterial, all you have to know is how to use your powerful fighter and in which direction the enemy lies. At the end of a variety of complex landscapes, you face an adversary who more than likely takes up most of the screen and will require some nifty dodging and more than a little luck to defeat.

Impressive it is. The graphics are on a par with coin-ops and the sound defies belief. But the big question is, will it break any new ground?

Lock in, load up and get ready, pilgrim, this is where we separate the men from the boys.



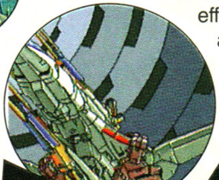
Formation weapons and grenades.

The chaos walker is one tough machine.

Three ships to do the job.

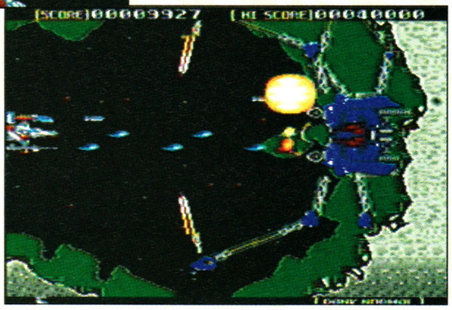
Whoa! Check out those munitions.

You cannot fail to be impressed by the visual and audible delight that all CD games possess and *Sol-Feace* is no different.



Seldom have I seen such animation and speed in a game, and, for once, I was speechless. If you have watched the Japanese-influenced cartoons such as Battle of the Planets, you will think you are watching TV – it's that perfect.

It is the moment the first demon, a mechanical crab, enters the fray that mouths begin to drop. Not only does the whole game look like a George Lucas fantasy, but the sound that emanates from the speakers is enough to make you fall off your chair. The crab screams like a demon from hell; mixed with ten different klaxons and pulsing lasers, the acoustic backwash can be deafening. *Sol-Feace* successfully merges the onscreen effects with an awesome soundtrack to create an experience you are not likely to forget.

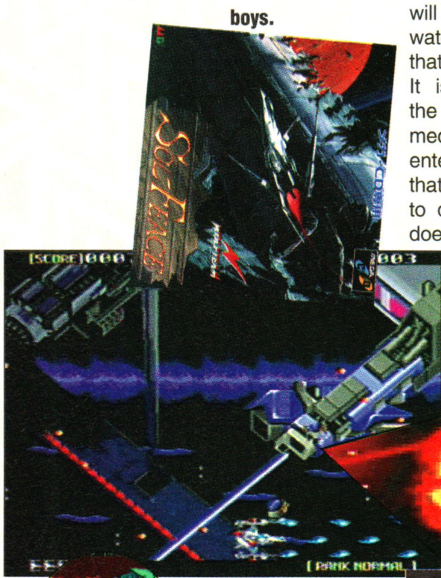


There are faults with *Sol-Feace* though. There are only six fairly short stages and for a large memory CD, you expect a lot more.

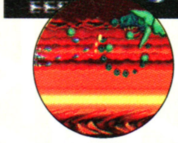
With so much devastation on screen at any one time you would expect some slow down and regrettably there is, but what really annoyed me was the way you could die horribly, maybe three for four times in the eye of an explosion, and not have any idea what is going on.

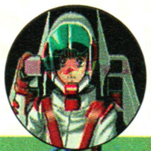
Even so, despite a few flaws, this is a gob-smacking shoot-'em-up which is sure to delight all those arcade fanatics that thought the Mega-CD would be swamped by RPGs.

● **Damian "Crabs" Butt**



PROTIP Some guys just cannot be killed. For instance, when you reach the pincer arms on level two, dive down towards them so that they home in and then push up to the top to avoid their deadly grasp.





The glories of war. Sol Feace pits you against lasers (above) the gargantuan Fire Snake (left) and the most impressive of the lot, the huge battle ship (below).

PROFILE

SOL FEACE ● WOLFTEAM ● £45 ● IMPORT

CART SIZE	n/a
PLAYERS	1
STAGES	6
SKILL LEVELS	2
FEATURES	n/a

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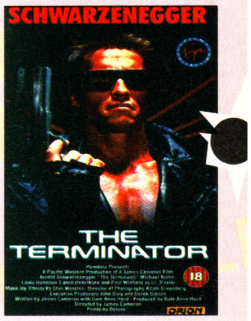
GRAPHICS ▲ Spot-on guardians and superb detail. ▲ Intro is stunning.	91
SOUND ▲ The crab scream alone is worth it. ▲ Excellent tunes and mood music.	92
GAMEPLAY ▲ Generally fast and furious. ▼ But does slow down occasionally.	84
CHALLENGE ▲ Tough to master. ▼ A bit too easy after long plays.	80
Superb shoot-'em-up, but lacks levels considering the high asking price. **PROSCORE**	84

In America, *Sol-Feace* is called *Sol-Deace*.

WIN



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18
ORION

Pass the guns. Pass the ammo. Arnie's back. Or should that be Arnie's here for the first time in Virgin's The Terminator.

The latest film, Terminator 2, has somewhat overshadowed the original's superb achievement, but it is only because of that film that we now have films like RoboCop, Total Recall, etc.

The original story of a futuristic soldier and a cyborg who battle it out over the life of the mother of a future leader is as relevant today as when it was first told in 1984. But it is not till now that software houses have realised this movie's superb potential for a console game.

As this month's preview on pages 18 and 19 shows, Virgin have placed the programming of all three Sega versions in the capable hands of Probe.

To celebrate its forthcoming release this summer, Virgin are giving away one of their very own limited edition jackets. Take our word for it, this is the coolest thing since bellbots. Just to prove it, even our new designer wears one, and he's come to us from Gamesmaster, right? As someone who takes his fashion tips from Dominik Diamond, Dave assures us that all "throbbing" joystick owners should get into a Virgin jacket whenever possible.

But just in case you aren't the lucky winner of this streetwise fashion accessory, the folks at Virgin have also donated five Terminator (cert 18!) videos for some lucky readers to win. (Of course, if you've got any sense at all, you will have already bought The Terminator video.)

QUESTIONS

1. What is the name of the unborn child who is the Terminator's target?
a) John Noakes
b) Jimmy Connors
c) John Conner

2. What is the code number for the Terminator in the original movie?
a) Heinz 57
b) T101
c) IOU42P

3. What is the name of the company in the film who created the Terminator?
a) Cyberdine Systems.
b) British Steel
c) Paragon

GET TERMINATED

Entering couldn't be simpler. (Well, it could, but it wouldn't be much of a competition then, would it?) Just answer the three questions on this page and fill in your name and address on the form and send it in. If you don't want to cut up your issue of SegaPro then either photocopy the form or write your answers along with your name and address on the back of an envelope or a postcard.

Entries must be received by March 26 which is when the competition terminates.

I WANNA BE TERMINATED

QUESTION 1	QUESTION 2	QUESTION 3
☐ A	☐ A	☐ A
☐ B	☐ B	☐ B
☐ C	☐ C	☐ C

Name ....

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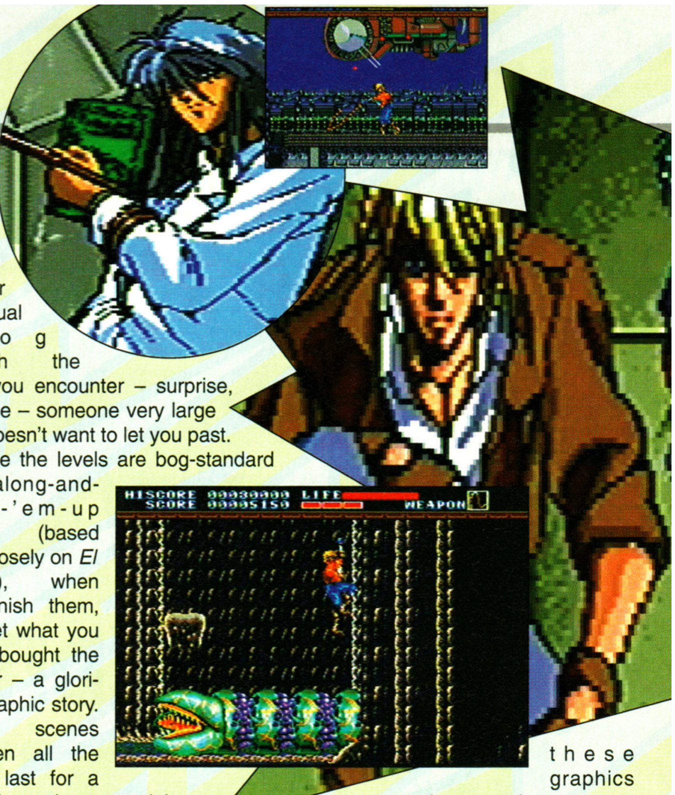
(Please note: prizes cannot be sent out without giving your age.)



When we said CD games, Les thought we said "seedy" games and immediately popped around to the "news"agent for some background reading. After the initial problems of fitting the compact disc into the Mega Drive's cart slot, Les finally sussed it was a Mega-CD game, linked it all up and prepared for something special.

Earnest Evans has a shady history. We first heard of him in the hit Japanese game of last year, El Viento. Earnest was the boyfriend of the heroine Anette. In their next escapade, the tables are turned and now Earnest must travel the world to rescue Anette and find a power-giving tome.

Earnest Evans cracks a whip faster than Cynthia Payne and makes Indiana Jones look like Mr Bean, he is the ultimate hero to launch Mega-CD.

メガ·CD専用
MEGA CD
EARNEST EVANS
WOLFTEAM

Just as we expected, the first collection of Mega-CD games consists of two specific parts. There's the normal arcade part that the cart version would have, and then there's the extra bit tagged on to exploit the CD's basic capabilities, ie lots of space for graphics and sound.

For such a colossal storage device, you'd expect more than the few options given here. There's no RAM save option, just a sound test for the 47 Mega Drive-created SFX and the 23 great tunes that come direct from the CD. The only bit that really indicates you're playing a Mega-CD game is the option to turn the story pictures on and off, but without these you may as well buy the cartridge version anyway.

Ignoring the flashy intro bits for the moment, the main game looks no different to a normal cart game, only bigger. The animation of Earnest does seem a tad over indulgent, making the guy move like a puppet on strings. The enemy sprites are initially quite pathetic and disappointing, but soon they start to run onto the screen in massive crowds making life real hell. After the usual trog through the level you encounter – surprise, surprise – someone very large who doesn't want to let you past.

While the levels are bog-standard walk-along-and-whip-'em-up affairs (based very closely on *El Viento*), when you finish them, you get what you really bought the CD for – a glorious graphic story. The scenes between all the levels last for a good few minutes and keep you fully involved in where Earnest is going next and why he's going there. There are loads of fully animated close-ups of people's faces and *Dragon's Lair*-type scenes where you see Earnest reaching for his whip or plummeting down a hole in the floor. Not only do the story bits look brilliant, they also help you empathise with the main characters and hate the bad guys.

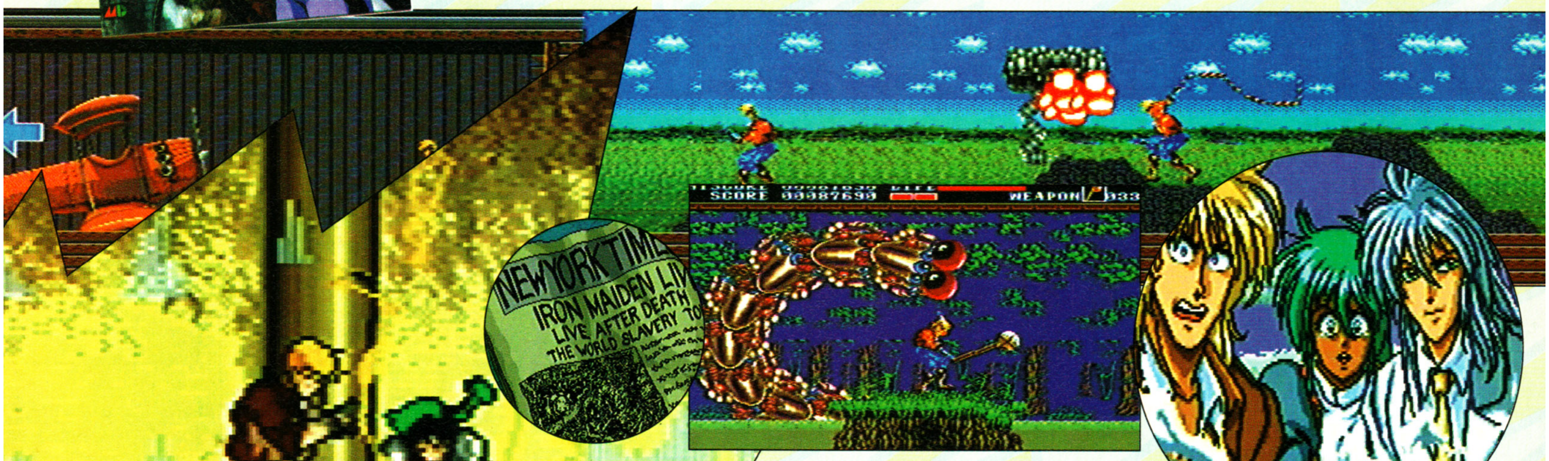
In fact, the many cute pictures of Anette (Ernie's bit of stuff) that keep appearing ensure that once you find out she's in trouble you never leave the game till you've saved her. To describe these graphics as sexy is an understatement, they are positively seductive.

I could go on talking about the lush graphics for ages, but what really makes *Earnest Evans* is the sound.

PROTIP **Don't be scared of the level guardians. Get in real close and most of them won't do you any damage at all. The exception to this rule is the jungle where the poison-spitting plants are best dealt with by using your whip from the ledge just in front of their pit. Just move back out of range when they fire at you.**

SCORE 00129980
WEAPON

While graphics are limited by the Mega Drive's display capabilities, there are absolutely no restrictions on sound. Being on compact disc, the musicians can do exactly as they please, even down to having real actors doing the speech for the characters and a proper musician creating the game

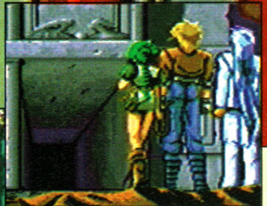


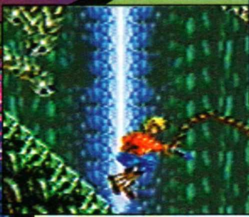
Now armed with a hammer, Earnest comes under attack from a giant worm. Watch out for those pools because they contain Piranha which will attach themselves to your feet.

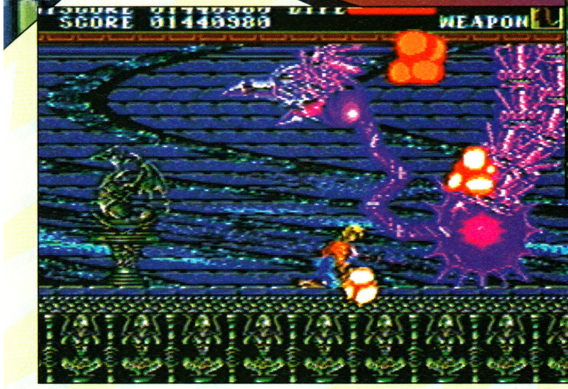
Earnest Evans will appear on cartridge in February, but...

AVAILABLE IN JAPAN

EARNEST EVANS







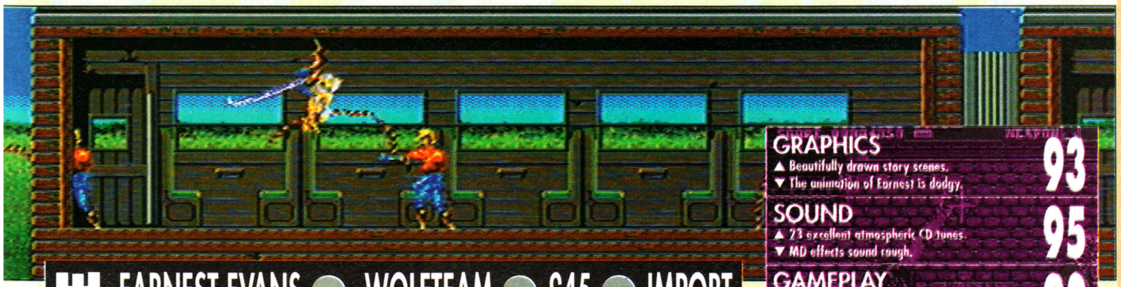
Earnest reachers the final guardian and must now use his whip to thrash wildly at it. Although you can't really tell from this, the screen has a nice swirling effect during the final conflict.

score. The only sad thing about the sound is that the game has to rely on the Mega Drive for the effects, and combined with the amazing music they sound very crispy. Even so, get this linked up through an amplifier and speakers and the game will sound awesome.

Ultimately, you have to ignore all the aesthetics and take a good look at the gameplay. This is similar to *El Viento*, and subsequently very good. It's packed with much to do and loads to think about. Because of the immense atmosphere, it also becomes very addictive. In fact, this could be to the game's detriment as I couldn't stop playing it for a whole day and as such completed it very quickly. But, like a good film, you just keep on going back to it again and again even when you've seen everything.

Playing *Earnest Evans* for hours on end is a gaming experience. In the style of Indiana Jones, it is a hack 'n' slash romp that takes you all over the globe. A game of filmic proportions.

● **Les "Ernie" Ellis**



GRAPHICS 93
▲ Beautifully drawn story scenes.
▼ The animation of Earnest is dodgy.

SOUND 95
▲ 23 excellent atmospheric CD tunes.
▼ MD effects sound rough.

GAMEPLAY 92
▲ Very involving.
▲ Dangerously addictive.

CHALLENGE 81
▲ Packed with enemies.
▼ Far too short and easy.

Uses the mass storage to create a film and game in one!

PROSCORE 91

PROFILE

EARNEST EVANS ● WOLFTEAM ● £45 ● IMPORT

CART SIZE	n/a
PLAYERS	1
STAGES	6
SKILL LEVELS	1
FEATURES	n/a

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ROAD RASH

BIKE SIM
MEGA DRIVE
91

Could become the most popular race game for the MD. Race across eight tracks running along normal roads through the countryside. Loads of hills and obstacles, not least of which is a copper who likes giving Rashers speeding tickets. Very addictive.

ROCKY

Camera Shy

SPORTS SIM
MASTER SYSTEM
66

The limited array of opponents makes this a disappointing game. The graphics are nice but there is no long-term playability. Slightly better in two player mode.

R-TYPE

SHOOT-'EM-UP
MASTER SYSTEM
96

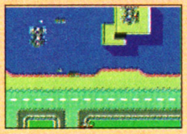
This is a great conversion of the Irem coin-op with nine levels of swarming aliens, mega fire-power and huge end-of-level guardians. R-Type is very hard but that is what makes it such a great game. Very addictive and undoubtedly the MS shoot-'em-up to go for.

SAINT SWORD

ARCADE ADVENTURE
MEGA DRIVE
73

Seven levels of mythological action. Fight creatures from your world of dreams in this fantasy hack and slash game. Average graphics and fairly addictive gameplay prevent this game from having any real lasting appeal. Has been bettered.

SCRAMBLE SPIRITS



SHOOT-'EM-UP
MASTER SYSTEM
45

A top-secret branch of the World Air Force, called simply Group One, is despatched to deal with threatening alien menace. The game is basically little more than a vertically scrolling shoot-'em-up and a pretty cruddy one at that. Don't bother.

...it will only be available through grey importers.

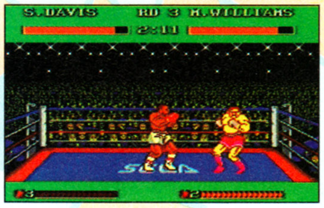
AVAILABLE IN JAPAN

When we said a game with punch, Les thought we meant the alcoholic kind and went to get some plastic cups. But no, this game is the first bruiser to appear on the Game Gear and it throws punches where others fear to tread.

Be assured, though, that Heavyweight Champ does not feature any 40-year-old, balding fathers trying to make a comeback to pay for the mortgage they took out when they were famous. All you'll find here is lean (well, heavy), mean fighting machines – and not a sign of Hulk Hogan anywhere, thank goodness!

And a neat two-player link-up ensures that the punches may not only be on the screen as you battle it out to become the World Heavyweight Champ.

Heavy weight CHAMP



Heavy weight CHAMP
SIMS
GAME GEAR

Heavyweight Champ would seem to most people to be a step back for Sega. After all, it has been out on the Master System for a year and it wasn't exactly a great game. But times have changed and games always look better on the MS. On the MS the backgrounds looked vacant and poorly detailed, but the good old GG has transformed them into a people-packed audience. Also, the main fighters seem to stand out more, making the game far more involving.

The animation is still pretty rough, although any more frames would have slowed down the game. However, I really liked the way the fighters rocked back on their feet to show they had been hit, or shot across the ring if they got hit by a mega punch. There are also some cool stills between the rounds showing the state of your fighter.

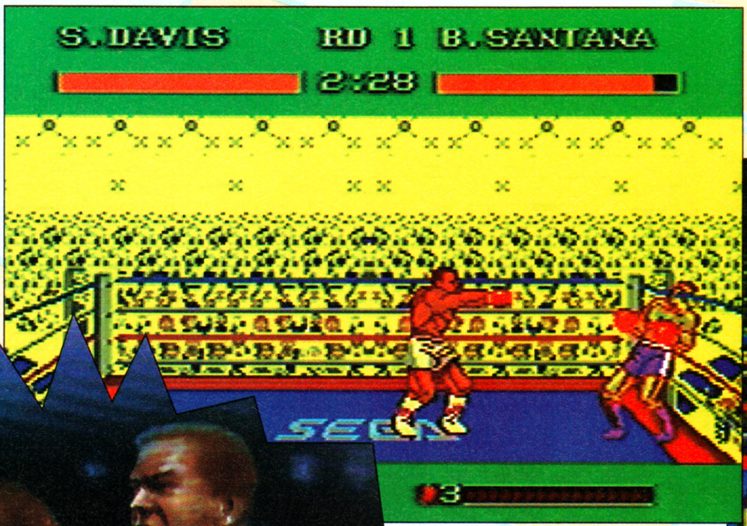
The bone-crunching punch sound effects are far better than the attempted roar of the crowd but both of these are overshadowed by the music. It plays away to itself quite happily and is, for once, a good tune that suits the game perfectly.

Heavyweight Champ is great fun to play initially, but soon gets very repetitive due to the limited amount of punches available (only three variations!). It could also do with a password system to prevent you spending ages trying to get through the early rounds just to get back to your previous best. Ultimately, if you want a GG boxing game, you haven't got much choice, but you could do a lot worse.

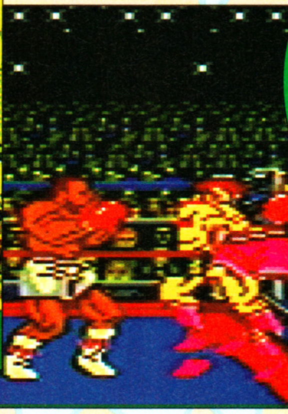
● **Les "Matchstick" Ellis**

PROTIP

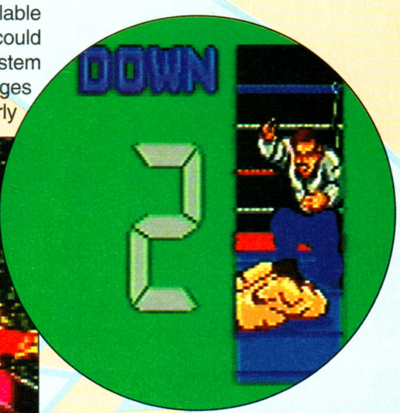
Most of your opponents will have a weakness: learn it and keep up with the same punch till the man is very weak. The first man can be beaten easily, the second's weakness is the uppercut, the third's is the body punch.



Davis lines up Santana for a mega punch. Wow, look at that connect; Santana nearly went into orbit after that. He's in trouble as Davis moves in to follow up – it could be all over.



Showing no mercy, Davis follows up with a vicious uppercut. Santana's legs are all over the place – it doesn't look good.



A punishing body blow took Santana to the floor. The ref starts the count but he has taken too much punishment, it's all over.

PROFILE

HEAVYWEIGHT CHAMP ● SIMS ● £24 ● IMPORT

CART SIZE	1Mbit
PLAYERS	2
STAGES	5
SKILL LEVELS	1
FEATURES	link-up

SUPPLIER
KC's Computer and Console Magic
3 High Street
Loughborough
Leicestershire
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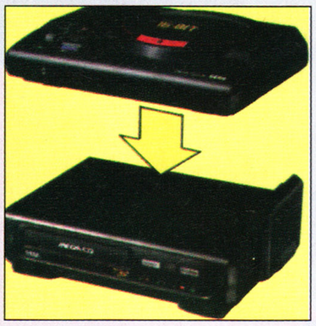
GRAPHICS	▲ Fighters are large and very detailed. ▼ Animation is raggedy.	83
SOUND	▲ Excellent music plays throughout the game. ▼ All effects are very crispy.	81
GAMEPLAY	▲ Very involving to start with. ▼ Limited punches make it boring	73
CHALLENGE	▲ The later opponents are real tough. ▼ But there aren't enough of them to last	82

A blend of punching strategy and extreme violence – a real hit (?).

PROSCORE 80

Look out for Evander Holyfield coming soon to a Mega Drive



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A☐	A☐	A☐
B☐	B☐	B☐
C☐	C☐	C☐

Name ....

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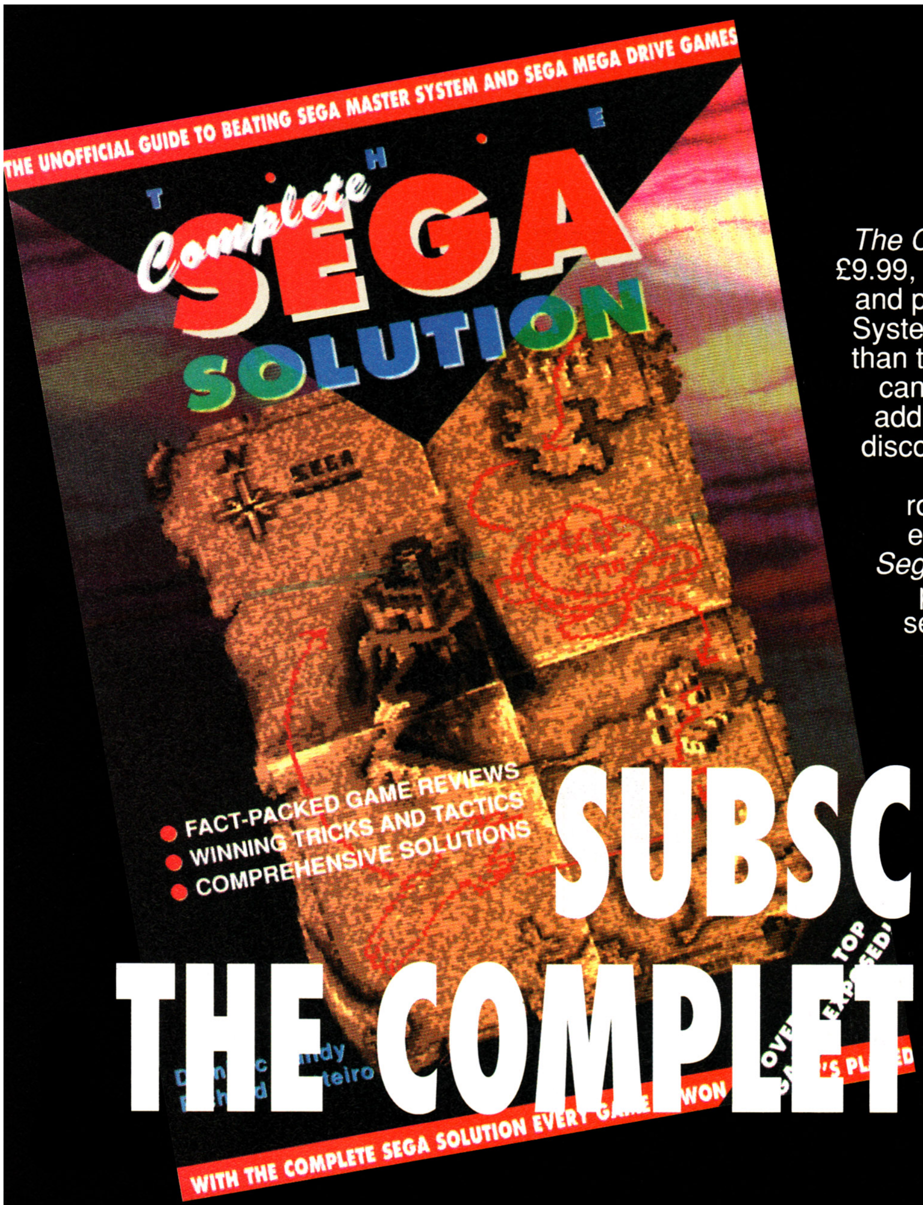
Calls cost 36p a minute cheap rate and 48p a minute at all other times. Plesse get permission from the person who pays the phone bill before calling.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FAX

If you can pick up the phone but are to afraid to speak to anyone down it, you can scribble your tips down and fax them to us on (0225) 777869. Send them any time of the day or night and mark them for the attention of ProTips. Don't forget to include your name and phone number!

PHONE

The SegaPro Tips Donation line operates between 4:00pm and 5:30pm Monday to Friday. Just ring (0225) 765086 and ask for the ProTips department. Please only use this number for SHORT tips, we cannot accept whole solutions down the phone as it ties up the line for other callers. Don't forget to give your name and telephone number. Any calls received outside of these times cannot, unfortunately, be accepted (the ProTips guys have to work too, you know!).

MEGA DRIVE

El Viento 68
Rolling Thunder.................. 69
Quackshots......................... 70
Joe Montana 72

MASTER SYSTEM

Y's: The Vanished Omens .. 74
Bubble Bobble 76

GAME GEAR

Wonder Boy (Revenge of Drancon)......... 69
Psycho World 69
Space Harrier...................... 69
World Class Leaderboard .. 76

SEGAPRO TIPSLINE

You know how to give us the latest and great tips, but we can also get them to you. The SegaPro Tips Hotline is updated every Friday with the latest tips for the Mega Drive, Master System and Game Gear. When you ring this number, you'll get 100% Sega tips – no ads, no bull, just help. Many apologies to anyone who got caught out last month because we completely forgot to update the tipsline one week. Rest assured this will never happen again. The number to phone for the latest hints is...

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Calls charged at 36p/min cheap rate, 48p/min at all other times. Please get the phone owner's permission before you ring!

WONDER BOY

(REVENGE OF DRANCON)

GAME GEAR

Now here's an old game that has really shirted numbers on the Game Gear. These great tips were faxed to us from James Tenniswood. Don't forget, you can fax all your solutions to us on (0225) 777869!

Round 1

Pass the second flag and collect the handbag. Jump onto the platforms and grab the second handbag and exit to section 1-4. Now collect the doll (doubles the points) and carry on to the goal flag.

Round 2

Collect the egg (which combined with the hammer is a skateboard). Use long jumps to get over the clouds and leap the last cloud to collect the "S" (which makes up SEGA). Now continue onto the third flag and collect the angel to protect you.

Round 3

Collect the egg (which is a mushroom and this will change all the fruit to the value of 500 points). Go to flag two where there is an egg (if you have lost any gifts, it will be a mushroom instead). Now skate to flag three where there is another egg (or mushroom), but be careful to avoid the rotten egg and continue to flag four where there is an egg at the end. To get over the hole, make a small jump onto the moving platform and a longer jump to the land.

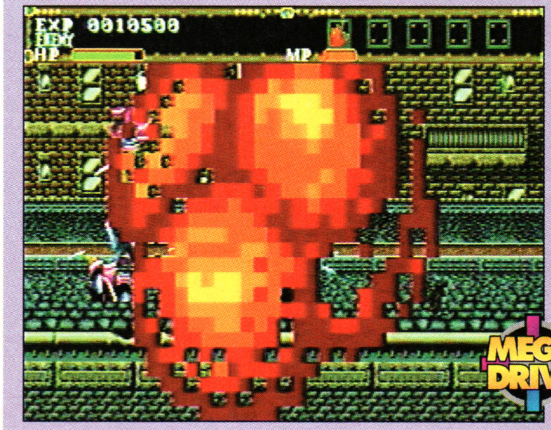
Round 4

Collect the doll at the start and use the hammer to kill the three spiders. Just before the second flag there is an egg to pick up. Now use the springboard to jump over the three boulders and continue to the third flag and onto the flower. Jump over the flower and throw hammers at it. If you kill it, you will get a first aid package which will give you two power units and 500 points. For the last monster, stay near to its body and fire at its head only. It takes eight hits from the hammer.

EL VIENTO

What a mega tough game this turned out to be. If you cannot reach the higher levels then you are truly missing out. Luckily there is a stage skip cheat which means you can zip through the entire game.

Press UP, LEFT, RIGHT, DOWN and then B and Anette will leap into the background as the screen fades. You will now be in the next zone but remember that each level has as many as four or five stages, so you may have to use this cheat quite often.



ACTION REPLAY CODES

The Action Replay codes are back with a bang. To use these cheat codes on your Mega Drive, you must own a Datel Action Replay cartridge. There's an advert for it in this issue, and you may find that the price has dropped to an irresistible £39.99. For more information, ring Datel on (0782) 744324. And with that out of the way, on with those freaky codes.

RAIDEN TRAD
(Genesis Cart)
000A5 A7014
Start with 20 lives.
000A5 A707F
Start with 127 lives.

PHELIOS
(UK Cart)
0035D C6004
Infinite lives.
0072E 8603E
Unlimited beam weapons.
00737 E4E71
Unlimited homing missiles.

ESWAT
(Japanese Cart)
00194 84E71
Infinite lives.
0017A A6000
Invulnerable early on.
001A1 04E71
Invulnerable when ESWAT.
00250 26002
Invulnerable while ESWAT.
These parameters when combined will make you invincible. If you get caught at any point, disable the cart for a second (switch down) and then re-enable after you have lost a life.

ESWAT
(UK Cart)
00196 04E71
Infinite lives.
0017C 26000
Invulnerable early on.
001A2 84E71
Invulnerable when ESWAT.
00258 C6002
Invulnerable while ESWAT.
These parameters when combined will make you invincible. If you get caught at any point, disable the cart for a second (switch down) and then re-enable after you have lost a life.

BONANZA BROS
(UK Cart)
00534 46068
Infinite lives for red player.
0053D 0606C
Infinite lives for blue player.
01045 80005
Five minutes per level.
01066 A4A28
Infinite time.

BONANZA BROS
(US Cart)
00539 E6068
Infinite lives for red player.
00542 A606C
Infinite lives for blue player.
0104B E0005
Five minutes per level.
0106D 04A28
Infinite time.

ARROW FLASH
(US Cart)
00A5C E000A
Ten special weapons per life.
00BA3 06004
Unlimited special weapons.
00554 46004
Unlimited lives.

ARROW FLASH
(UK Cart)
00A67 4000A
Ten special weapons per life.
00BAD 66004
Unlimited special weapons.
00543 26004
Unlimited lives.

REVENGE OF SHINOBI
(US Cart)
0090F 40063
Changes the number of lives on the EASY setting to 99 (you must go to the options screen for the new value to be accepted).
009E4 66002
Infinite lives.
00B4E 86000
Invulnerable one direction.
00B57 E6000
Invulnerable other direction.
These two parameters combine to make the hero immune to enemy attack but not falling off the screen. Watch out for the waterfalls.
00B93 E6002
Unlimited normal shurikens.
00C0E 24E71
Unlimited super shurikens.

REVENGE OF SHINOBI
(UK Cart)
00916 60063
Changes the number of lives on the EASY setting to 99 (you must go to the options screen for the new value to be accepted).
009EF 86002
Infinite lives.
00B5B 86000
Invulnerable one direction.
00B64 E6000
Invulnerable other direction.
These two parameters combine to make the hero immune to enemy attack but not falling off the screen. Watch out for the waterfalls.
00BA0 E6002
Unlimited normal shurikens.
00C1B 24E71
Unlimited super shurikens.

HELLFIRE
(Jap Cart)
002A1 C6004
Infinite lives.
002CC 26004
Unlimited super weapons.
00280 033FC
00280 20005

HELLFIRE
(US Cart)
00284 86004
Infinite lives.
002AE E6004
Unlimited super weapons.
00262 C33FC
00262 E0005
Full complement of power-ups when first P is collected.

OUTRUN
(UK Cart)
0035A 84A10
Infinite time.

SUPER HANG-ON
(UK Cart)
008B1 4600E
Infinite time.
0054B E600A
Infinite money in original mode. Go to options screen and enable Action Replay now to the mechanic and select the most expensive bike to gain the money.

SWORD OF SODAN
(EA Cart)
00474 26002
Infinite lives.

TWIN HAWK
(UK Cart)
00358 C6004
Infinite special weapon.
002B5 86004
Infinite lives.
003F0 87E03
003F0 A6002
Full complement of power-ups straight away.

STRIDER
(US Cart)
020A1 C6002
Infinite lives.
002BC E4E71
Infinite time.
0011F 8007F

STRIDER
(Jap Cart)
0209E 86002
Infinite lives.
00339 24E71
Infinite time.
00115 4007F
Large amount of energy.

SPACE HARRIER II
(UK Cart)
006CD 4000A
Start with 10 lives.
006CD 40014
Start with 20 lives.
007C7 44A38
Infinite lives.

QUACKSHOT
(UK Cart)
0050A C0007
Start with seven lives.
0050A C0009
Start with nine lives (changing the last digit allows you to select number of lives).
00487 26004
Infinite lives.
005ED E600C
Invulnerable.
0060A C6002
Does not calm down after a temper attack.
007D9 80001
Loses temper after only one chilli pepper.
0050C 631C2
Start with 15 units of popcorn.

DIAL-A-TIP

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THE IMMORTAL HELPLINE 0891 445 928
COMPUTER FUNLINE 0891 299 399
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SHINING IN THE DARKNESS HELPLINE 0891 866 002

FOR FULL INFORMATION ON ALL OUR OTHER HELPLINES RING 0891 445 904

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Calls cost 6p a min at 'cheap rate' and 48p a min at all other times.

PSYCHIC WORLD

This *Psychic World* cheat was discovered by hundreds of button-bashing GG owners so as we can't credit all of them, we're crediting none of them – but thanks all the same! When the title screen appears, press UP and LEFT and ONE and TWO all at the same time and you will access a stage-select screen.

GAME GEAR

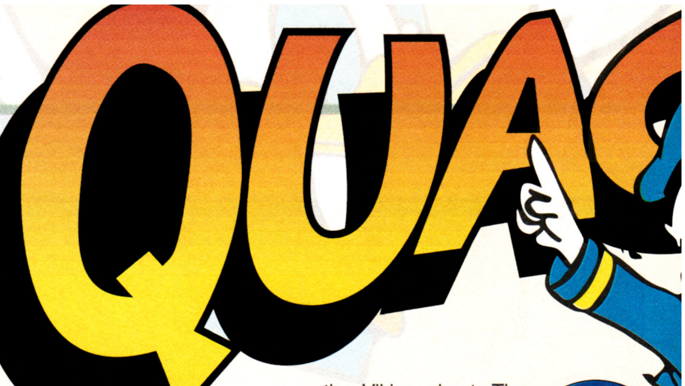
SPACE HARRIER

Hot off the press, so to speak, *Space Harrier* on the GG (reviewed this issue) has been out on import long enough to develop a huge following. We didn't feel that it was all that special but here are some level codes if you're stuck.

GAME GEAR

Stage 2 EAGF
Stage 3 CHFA
Stage 5 DGBC
Stage 6 HBGA
Stage 7 FBHE
Stage 9 BFCM
Stage 10 HGDA
Stage 11 AGEC

To get to levels four, eight and finally 12, you must complete the previous levels.



Well here it is, the second Earth-shattering instalment of the SegaPro Quackshot solution. Last month we guided you through the perilous Transylvania, rescuing intrepid Donald from the clutches of Dracula himself. As Donald's quest goes global, the tipsters at SegaPro are here to guide you through the darkest areas of the game. One problem in particular aroused a terrific amount of phone calls, so at last we reveal the mind-boggling answer to the riddle of the Egyptian pyramid.

INDIA

The place with all the action is India. Watch out for the snake charmers who need three hits to stun and remember that the notes pass in front of the walls, so you can hide behind them to avoid being hit.

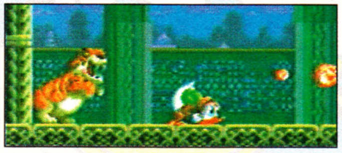
Collect all the carrots and the temper attack should get you to the end of the level, the Maharaja's palace.

All you have to do to earn the Sphinx's tear is kill the fire breathing Tiger found in the palace maze. Of course, finding the Tiger is a task unto itself but here is the quickest route.

Drop down the wall and take the first door. Go immediately right, stun the charmer and got through the door. Go left, jump over the first door, climb up the wall with the red plungers then go right and slide under the alcove to take the first door. The last door is to the right. Do not take the first one above you but keep going right, get the charmer and climb up the steps and shoot the turtle. Now slide under and go up the first hole and into the door, you will now be with the Tiger.

The Tiger

As with Dracula, there are various ways to nobble the Tiger. Firstly, use popcorn (he can only be hit when in the air so be accurate). When he jumps, shoot him with the popcorn and duck when he blows fire. Also, when he leaps up onto the higher platform, slide away and straight back again when he flames you and be ready to shoot him when he leaps down. The other way is to avoid him as much as possible and when he is on the lower level, duck as he jumps over you, turn and shoot him with the plunger in the back of the head. Hit the tiger six times and he will flash and a door will appear where the Maharaja is waiting. Now fly back to the map and go straight to the exotic land of Egypt where some of the greatest perils lie.



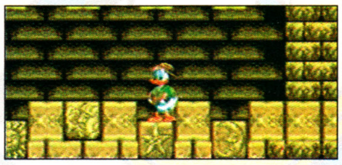
EGYPT

Collect the chilli peppers to provoke your attack and keep jumping on the sand to avoid sinking (watch out for the nomads with big sticks). The end of this level is a large temple with a locked door. Use the Sphinx's tear to release the lock and venture inside. The temple of doom is full of surprises. To start with all you have to do is leap the walls with the spikes and climb up the moving slabs before they crush you. There are about four to face before you reach a ladder. Climb up and instead of going left to face the rest of the level shoot your plungers and climb straight up the wall to a chamber filled with goodies. Scale further up the wall and go right to the end of the level.

The next series of rooms contain stepping stones over lava. Keep jumping and running across the platforms, but watch out because the last few drop after a second. When you have crossed this area, get your sprinting shoes on because you will have to run up and down some long passages pursued by a ball of flames. On the highest point where there is a deep pit, leap off and push right to fall onto the ledge. Now enter the rune chamber where many players found their match.

The Rune Chamber

The room looks peaceful enough, but the moment you enter a door slams shut and the roof starts to lower (sound familiar?). Now you must consult the scroll Goofy gave you. It reads: 1 Sun, 2 Moon, 3 Star. Leap onto the stones with these markings in that order. If you jump on a slab, it will lower slightly and this is the sign that you have activated it. The first stone is Sun, then jump far right to the last which is Moon and the one before that is Star. The roof will lower and you can climb the wall to the Sceptre of Ra. Climb down the ladder and you will fall into a mine cart. Let it take you down the tracks and when the rails fall away to oblivion, leap left and land in another cart. The last wagon will drop you off by the plane.



THE VIKING SHIP

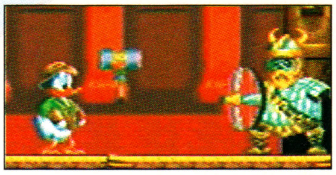
Go to the South Pole and get to the Viking key which is lying encased in the ice. Use the sceptre and in a glorious sun ritual, the ice will melt and you can get the key. Now go immediately to the Viking Ship.

The first levels are very straightforward; just jump and shoot the ghostly archers and watch out for rotten decks and Pete's men. The second section takes place in the rigging and once you have mastered the route, it shouldn't cause any problems.

Now you find the captain of the ship who is sad because the ghosts have taken over his craft. So you must use the key and descend into the belly of the ship to do battle with the Viking ghost. The quick way to the ghost is to go right past the first ladder and down the second, walk left and jump up at the timber to find the secret passage to the door.

The Viking Ghost

Behold the terrible Viking Ghost. His weakness is when he bares his head. If he throws an axe, jump or duck accordingly and then leap up and shoot at his head when you are in the air. If timed right, you will smash him in the face and he will fall apart before reassembling and attacking again. Alternate between the left and right depending on which side he chooses to stand. After ten hits, he's toast.

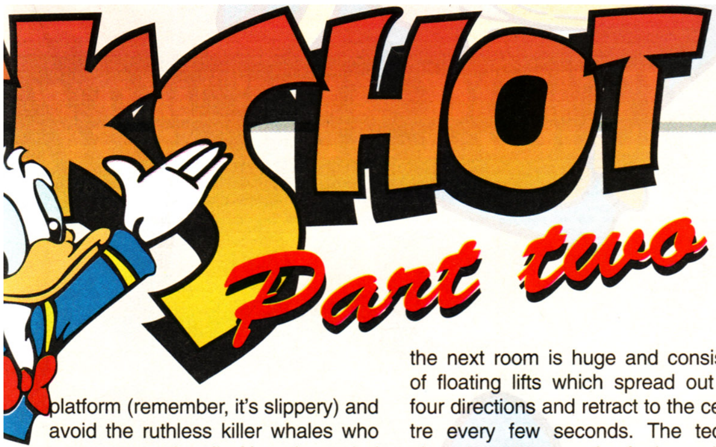


Now you have rid the ship of the ghosts the Viking captain will reveal his secret. He didn't have the Viking diary after all, the lying smegger! What he does give you is its location and some useful green plungers that enable you to hitch a ride with certain flying creatures.

THE SOUTH POLE

Without batting an eyelid, good old Donald jets off to the South Pole and goes to the screen right after the key. A vulture continually flies across and you must shoot upwards and hit it with a green plunger. Now jump at it and you will grab hold and be carried into the air. You can now push up and down to direct it away from the other bomb-burdened birds. When you hit the other side, keep going right and the weather will become stormy.

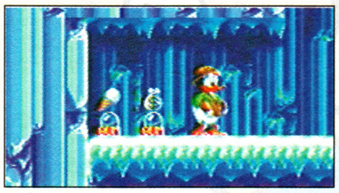
Run right and shoot/jump the penguins, then leap from platform to



KSHOT

Part two

platform (remember, it's slippery) and avoid the ruthless killer whales who crop up occasionally. Near the end of the section are some rising platforms that need careful leaping to negotiate.



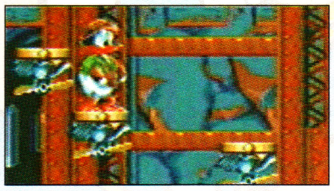
The Ice Blocks

Walk left, go down the first and second holes for some goodies and keep jumping over the blocks of ice until you get to the far right. Drop through and shoot Pete's bruiser in the head and walk left. A walrus will break through some blocks ahead so stun him and carry on past and then up. The explosive bubble gum destroys the blue ice but not the pink so you use that to climb up. Basically the route is left and up, and keep destroying blocks and stunning walruses until you find the diary. Then make your way to the nearest exit to find that the evil Pete has kidnapped the triplets and will exchange them for the diary. Oh no! What a dilemma. Should you leave them and nick the loot? Or do the decent thing and hand over the relics? Of course, being such a nauseatingly nice fellow, Donald does the latter and then takes off to Pete's hideout for a showdown.

PETE'S HIDEOUT

Talk about a rich villain, Pete has a hideout the size of a James Bond set filled with high-paid lackeys intent on turning Donald into roast duck. The first section is the jungle exterior, here Donald must infiltrate the base through a lift shaft. The main things to avoid are the piranhas, snakes and the collapsing bridges. You also have to take another ride with a helpful vulture. A case of déjà vu, another mine cart ride with the same perils. Just leap when a pit appears and make sure you land in an identical cart.

Now you get to the serious stuff, the next room is huge and consists of floating lifts which spread out in four directions and retract to the centre every few seconds. The technique is to leap on the furthest platform to see where the next lift is situated, then work your way to it and leap from one structure to the next. All the lifts are to the right but some are above and below you. The last one looks too far to reach, but the way to tackle it is to go down the bottom, shoot loads of plungers then run to the top, jump and land on the plungers and leap to safety. With practise, this precarious section will be less of a hassle.

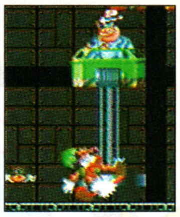


The next section has timber platforms with plenty of spikes below. Just jump up right (or stay on the bottom for a chicken) and shoot the big bad guy at the top. You will now be in the ventilation shafts where turtles are your only foe. Remember, if they go into a shell, jump up to realism them, then quickly zap them.

You know you're reaching the main man because the lifts are gilt and the decor is becoming luxurious. Each lift only goes down or up when you are standing on it. Consequently when you leap up or off, it returns to the start. Using this feature you can lower onto a villain and keep jumping up (thus holding the lift) until he fires; now you can shoot him. On the way up there is a guy with a chicken so if you are getting low, top up here. At the summit is another of the bruisers, so deal with him accordingly and go right to the boss's chamber.

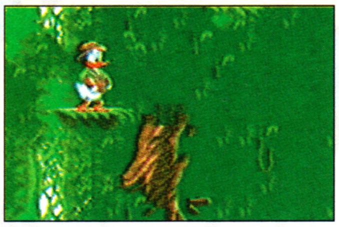
Pete's Chamber

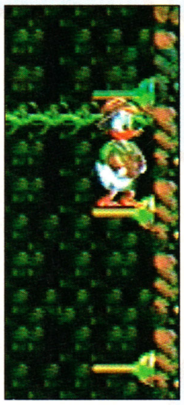
Now you face the big man himself using a nifty machine to squash you – no problemo! Just coax him over to you, then slide under his hydraulic press and jump up onto the platform to the right and shoot him in the head as he approaches. Every time you do this, he will freeze and this is your chance to slide back down. Don't get caught out by the sniper who lies to the right and who likes nothing better than to shoot you in the back (coward). Yaaaahooo! Big bad Pete hits the dirt, waving a white flag after only 12 hits and the diary's yours. Simply dip it in water and you're on your way to an all-expenses paid trip to the treasure island.



THE TREASURE ISLAND

Some small fry snakes prove to be no problem for Donald, but you must jump across the abyss on wafer-thin leaves which gradually fall off the screen. Grab the few goodies on the second leaf then jump like crazy till you reach the land. Now it's yo ho ho, as you break through the wooden planks to reach the underworld. The technique is to keep tapping jump and right to crawl into the passages before the wood snaps. Donald is now in a tall thin chamber with green vines sticking out from either side. If you stand on these plants they will decay, so the easiest way is to shoot some plungers at the far wall and keep climbing up the wall on them rather than trust the vines.

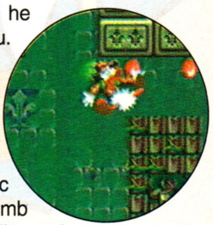




The Temple

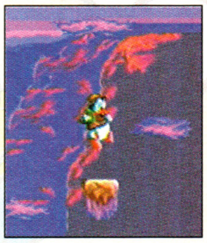
At the top is a plush Egyptian temple. Run up the slope and hold Donald between the spears to avoid being spiked. Now run down the other side and jump onto the death slide for a lightning ride. The gold duck statue guardians can be very annoying so use the same method as the Viking ghost to stun the first one. Shoot the next before he has time to move and finally climb onto the steps and duck to shoot the next as he leaps towards you. Now run down the corridor to the ladder and ascend.

Avoid the circles of flame in the same way as the Aztec temple and then climb onto the moving walls and get to the top of them. On the second wall, you will see a hole in the ceiling; shoot your plungers as low as possible and then jump onto them as you pass. Now quickly shoot and climb up to the passage.



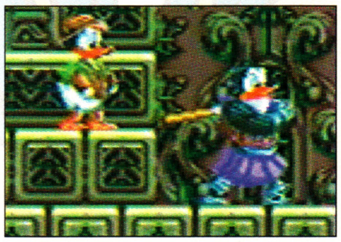
The Invisible Steps

Hmmm, this seems very similar to Indy and the Last Crusade. You must take your life into your own hands and leap into mid-air to land on an invisible platform which appears just before you reach it. Don't waste time admiring the beautiful sunset because time is running out. On about the fourth slab, it does not appear as expected but don't panic, it should be just below the screen. Now keep jumping until you can reach the other side and you're home. Now it's time to face the guardian of the great duck treasure.



The Treasure

Only the Pros could do it. The guardian is one tough mother and impossible to defeat if you're not in the know. When he throws his sword at you, shoot him in the head (a good place to stand is the second block up on the temple) and then avoid the blocks that fall down. The best side to avoid the blocks is the right because there is a blind spot on the far right. When he gets his sword back, go to the opposite side and repeat the procedure. He takes a fair few hits to defeat but be persistent – after all you will have spent two hours getting this far. Now enjoy the full version of the Game Over sequence we revealed in last issue.



Next issue look out for hints and tips on how to make Torquay United win.

pro TIPS HELP!

Among the deluge of ProMail sent to us every day, there are usually one or two game problems that require our expert advice. Obviously, we can only pick a small selection each month, so don't expect every query to be answered immediately. If you have any problems on any games then send them in, but please don't phone us as the lines are only used for the donation of tips – we cannot give you help over the phone as it would take too long and jam up the lines. If you have any problems, explain them as comprehensively as possible and send them to us at ProTips Help!, SegaPro, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS. And, don't forget, NO PHONE CALLS! Hosting this month's ProTips Help! column is our very own gamesplayer extraordinaire Damian Butt.

Our first problem-bound gamester is Lucy Proud from Bedford who owns a Game Gear with **Castle of Illusion**. She is getting frustrated in the Enchanted Forest with the spinning tree. She is also having problems in Toyland and the Dessert factory. She finishes her letter by saying: "People write in and say that games are too easy. How do they do it? Please give me some advice".

Well, there was a full solution to GG *Castle of Illusion* in issue two (available from the back issues department!), but to kill the spinning tree, you must leap onto its branches and shoot it in the head

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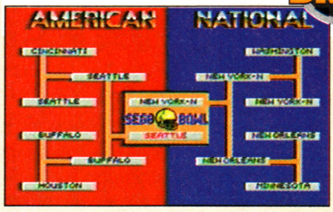
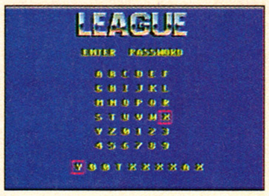
JOE MONTANA 2

MEGA DRIVE





Many codes have been submitted to the tips department but one caught our attention and turned out to make all the others pointless. This password cheat means you can play any team at any stage of the playoffs, so right away you can be San Francisco in the Sega Bowl. Now that's what I call a cheat!

The way to enter the codes is to select the league options on the first screen and then go to the password. Enter the first letter in the first space from our chart for the team you want to be followed by 00, then the second space is for which stage you are at. The last part of the code is XXXXAX.

TEAMS

A – Atlanta vs Buffalo
B – Buffalo vs NY Giants
C – Chicago vs LA Raiders
D – Cincinnati vs NY Giants
E – Cleveland vs NY Giants
F – Dallas vs LA Raiders
G – Denver vs NY Giants
H – Detroit vs Cincinnati
I – Green Bay vs Cincinnati
J – Indianapolis vs NY Giants
K – Kansas City vs NY Giants
L – Houston vs NY Giants
M – LA Raiders vs NY Giants
N – LA Rams vs LA Raiders
O – Miami vs NY Giants
P – Minnesota vs Cincinnati
Q – New Orleans vs Buffalo
R – New England vs NY Giants
S – NY Giants vs Cincinnati
T – NY Jets vs NY Giants
U – Philadelphia vs Kansas City
V – Phoenix vs Cincinnati
W – Pittsburgh vs NY Giants
X – San Diego vs NY Giants
Y – Seattle vs NY Giants
Z – San Francisco vs Seattle
0 – Tampa Bay vs LA Raiders.
1 – Washington vs Cincinnati.

PLAYOFFS STAGE

B – Week 1
C – Week 2
D – Week 3
E – Week 4
F – Week 5
G – Week 6
H – Week 7
I – Week 8
J – Week 9
K – Week 10
L – Week 11
M – Week 12
N – Week 13
O – Week 14
P – Week 15
Q – Week 16
R – Playoff (round 1)
S – Playoff (round 2)
T – Sega Bowl

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ACTION REPLAY

CARTRIDGE

MORE LIVES
MORE POWER
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01359 66010
00000 00000
DATEL ELECTRONICS
MORE ENERGY
DATEL

ACTION REPLAY
MORE POWER

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- Very simple to use - just enter the parameter code for the game that you are playing and that's it. Now you can play games to levels you didn't even know existed.
- Action Replay is a powerful cartridge featuring its own on-board LSI chip specially designed to allow the user to effectively "re-program" their games cartridges so they can play their favourite games to destruction!

> **"The Action Replay is the essential companion for EVERY Megadrive owner..........how can you afford not to have it".......*SEGA PRO* magazine**

- Full instruction manual gives you the parameters for most of the latest games plus many of the older favourites. We give you simple, easy to use inputs to get more or infinite lives, more fuel, more energy, cheats, etc. etc. with your favourite MEGADRIVE games.
- With its advanced ASIC hardware design, the Action Replay cartridge can react to new games as they appear -the latest parameters are published FREE monthly in SEGA PRO magazine.
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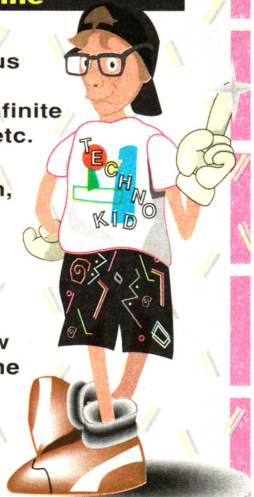

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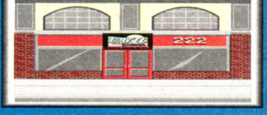

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between attacks, then jump off before it begins again.

Edward Wilson much appreciated our MD **Spider-Man** tips in issue two but found that the method against the Gorilla did not help him. Well, Edward, try crouching and punching him when he reaches for you. This was the only method I found to finish him off so I hope it will be useful. As for the ape in the sewers, well I think it must be a bug because the only thing to aid the Lizard man is his small henchmen and Venom who crops up all over the game.

A keen RPG fan, Grant Wilson is currently stuck on **Shining in the Darkness** and the use of the Orb of Truth. Well, it took me a while to discover it myself.

If you go through the first level to where you first discovered the Kaiser Krab and go past where he was to a dead end, you will see a shimmering in the wall. If you use the Orb, a Grimwall will appear and you must kill it. Now the wall will open up and you must turn left to get to the next dungeon. If it helps navigation, the first Kaiser Krab is near the redundant set of armour and a locked door.

Ian Taylor of West Yorks wants to know a few things about Shining, like does the Knight in armour on the first level have any significance to the game? And what are the green rectangular boxes, apparently containing water, scattered around the levels and do they have any significance? The knight is only there to give you an insight to

Y'S: THE VANISHED OMENS

What a fantastical (and very old) RPG this is. Thanks to Greg Sharman's amazing tips you can now get even further than you did before. It's all you need to get as far as the tower and beyond. In answer to your question, Greg, I do not know of anyone who has completed this epic game, but if you have, send in your solution and, who knows, you may even get a T-shirt out of it. Can't say fairer than that, so sharpen your sword, tighten your armour straps and drink a little Dutch courage.

Aaron begins with 1,000 gold so exit Minea and dodge the many enemies outside the city gates. Cross the bridge and in the field there is a lake. Find the indent in the bank and climb into the water to receive the gold pedestal.

Return to the market in Minea and sell the pedestal for 2,000 gold and immediately buy the sapphire ring. If you take this to the Ohman bar you will get 1,500 gold from talking to Donis and, hey presto, you're rich. Use your new-found wealth to equip yourself with armour, shield and a long sword – now nobody messes with you.

Visit the Seer and she will give you a crystal. If you take it to Zepik and visit Jeba's home he will give you the temple key for the crystal and this will open the mysterious temple at the top of the hill.

Above all converse with everyone, the villagers, townspeople and try to visit all the shops, noting down useful conversations or rumours. Always save the game before you enter a new territory and try to build up as many experience points and gold as you can by destroying enemies.

Check all treasure chests along the way. Some may be locked and need specific keys, so when you find a new key, it's worth going back and re-checking all the locked chests for a possible match.

Health is very important, so always carry medicine which you can buy from the nurse. This is vital in the palace and the old mine if you do not have the heal ring. Talking of the heal ring, this is guarded by an I-Ball which is very powerful. You must have nearly full experience points and a power ring or ring mail to defeat it.

The enemies in the old mine are extremely powerful so do not attempt to destroy them when you first start out, this will lead to a merciless and untimely death. As an alternative, dodge them and get to the chests on levels one and two. Most will need keys, so remember that many, but not all, the keys are found in the palace.

Do not enter floor three until you have cleared the contents of the palace and levels one and two of the old mine. On floor three is the key to the tower of the doomed and on the left is a potion. From the chest, go to the bottom far left and you will reach a blue door. Pass through but before touching the chest, save the game and once touched, the chest will reveal a bird-like enemy. Now this feathery foe is severely tough, so you must have the Talwarl or the silver sword to destroy him. Dodge the bats and wait until they join and touch its wings with the tip of your sword. After destroying this hardy creature, you can now get a book of Y's. Take all the books to Jeba in Zepik to read them.

After you have explored the whole of the mines, Zepik, the old mine and the palace, make sure you have collected as many things as possible and note down useful messages.

The method and location of the silver sword is a little cryptic. Go to floor two of the old mine and find the Rodo Seed. Take this to the two large trees in the second field and talk with them both – eventually you will receive the sword.

Remember to explore the hills thoroughly then when fully armed and with full experience points, go to the thieves' den. If you have the key, the thieves will let you into the tower of the doomed.

There is no turning back once you have entered the tower, so save the game just before in case things go drastically wrong.

Inside the tower there are 21 levels crammed with dangerous beasts, treasure chests, moving stone statues and poisonous rooms. Explore every area and work your way through the levels. A good tip is to always wear the Timer ring, the Power ring or the Ring Mail. Always use the heal ring to recharge your experience points when standing still.

Now that's got you started, perhaps you can figure the rest out for yourself.

ROLLING THUNDER II

An all-time office fave this, with fast action and smooth graphics, it is also hugely challenging. The passwords don't just follow the norm either, with disjointed phrases and quirky proverbs forming the level codes. For those of you stuck on a particularly tough level, here are the complete set of codes, but be warned, it will still be ages before you complete it.

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Level 2 A MAGICAL THUNDER LEARNED THE SECRET
A CURIOUS RAINBOW LEARNED THE FUTURE
Level 3 A NATURAL FIGHTER CREATED THE GENIUS
A MAGICAL ISOTOPE BLASTED THE DEVICE
Level 4 A ROLLING NUCLEUS SMASHED THE NEURON
A PRIVATE LEOPARD PUNCHED THE NEURON
Level 5 A CURIOUS PROGRAM PUNCHED THE POWDER
A SLENDER FIGHTER ELECTED THE GENIUS
Level 6 A LOGICAL LEOPARD BLASTED THE SECRET
A DIGITAL RAINBOW MUFFLED THE SECRET
Level 7 A PRIVATE ISOTOPE DESIRED THE TARGET
A LOGICAL THUNDER SMASHED THE POWDER
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Level 9 A MAGICAL MACHINE MUFFLED THE KILLER
A SLENDER NUCLEUS BLASTED THE TARGET
Level 10 A DIGITAL NUCLEUS PUNCHED THE DEVICE
A CURIOUS ISOTOPE CREATED THE KILLER
Level 11 A PRIVATE THUNDER CREATED THE POWDER
A NATURAL PROGRAM DESIRED THE NEURON

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what will appear in the labyrinth proper later in the game. The boxes are fountains, but on earlier levels are not working. The gold ones play a big part in the game, but you must have the medallion which is.

Ryan Phillips is desperately stuck in **The Immortal** by EA. The worm room on level five has caused almost as many problems as the combination to the exit on level two. This is how to do it.

The directions found in the chest refer to diagonals eg left, down is a left-down diagonal. Try to get to where the room becomes wider before using the sensor and then begin to use the directions. The rough route is down to the wall, edge your way to the door and then go up and right through the doorway. Beware, the door is surrounded by hot spots and the safe path is very specific. As mentioned in the solution last issue, it's a matter of trial and error.

I am also bombarded by questions concerning the combination of the boxes at Lake Deep in **Alex Kid in Miracle World** on the Master System.

The correct way to walk on them is (1) Sun, (2) Water, (3) Moon, (4) Star, (5) Sun, (6) Moon, (7) Water (8) Fish, (9) Star, (10) Fish, (11) Crown. This means you have completed the game. Special thanks to Neil Whitehead for supplying me with this tip bit.

Don't forget, if you're stuck on a game, fax or write in to ProTips Help! at the usual address.

BUBBLE BOBBLE

MASTER SYSTEM

This amazing conversion was everything we hoped for and more. *Bubble Bobble* has been a hit on every format and now it's the MS's turn. For those of you stuck on this 200-level epic, here are some helpful level codes. Thanks goes to Andrew Wilson from Dungannon, F Dollarhyde from Essex and J Merrick in London who helped compile these tips.

Stage	Code
Stage 5	IESG5UDV
Stage 8	IE4GB93Q
Stage 12	IEVG17WR
Stage 16	IEDGBVSQ
Stage 19	IE5XPDHF
Stage 22	IE1XEXPE
Stage 27	IELXJ4BJ
Stage 31	IEPXMZ1M
Stage 34	IEVEF3VO
Stage 37	IERHLOUY
Stage 41	IEUMKRV4
Stage 42	IE93ASZ7
Stage 44	IE3T17QS
Stage 48	IEWABVRN
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Stage 63	IETUFYFC
Stage 68	IERPB7VX
Stage 71	IEXKFYDO
Stage 77	IEOLPUN3
Stage 83	IEJOM465
Stage 84	IE1OB756
Stage 87	IEG7FYTP
Stage 91	IEFO6DEL
Stage 92	RYFNUP
Stage 97	IE2ELNXU
Stage 100	RY7CQK65 (with three crystals)
Stage 115	RYK3WAVZ
Stage 121	RYF39CXU
Stage 127	RY55675
Stage 130	RYRFZJKA
Stage 137	RY3F9CTP
Stage 145	RYINVI47
Stage 147	RYANWARS
Stage 148	NZGZQKSR
Stage 150	NZL44NV2
Stage 154	NZPDZJ74

The three crystals (red, blue and green) are found in that order on levels 10, 50 and 90 respectively. You must have them all to open the door on level 100. On the last one you may have to wait a while before it finally appears but rest assured it will.

The second ball appears at the very start of the level right in the centre so leap straight for it because, like the Tardis, it's only there for a short while. For those of you with stamina, level 145 has a magic candle which illuminates levels 150 onwards so it is vital to collect this item as soon as it appears. Depending on which character has the candle, if he dies, the other is plunged into darkness.

A good tip to remember is that if both Bub and Bob are playing, the task will be much easier so get a friend to join in. This especially applies to the defeat of the guardians which is very much a team effort. The guardians can be simple to defeat if you get into a rhythm and learn the big guy's attack pattern. The ghost on level 50 and the large green goblin on 100 try to trap you in a corner so stay high and uses the fire cross or lightning bubbles carefully or you could stun the other player at an awkward moment.

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GAME GEAR

WCL has been delighting armchair golfers nationwide but many have been frustrated by the point highlighted in the review in issue two. Regular readers will remember that you could not use any other club than the pitching wedge when playing just off the green. Now Philip Turner from Dundee (as well as many others) has identified the correct way to combat this. Select the "Punch" option on the button TWO menu and aim for the flag. Now hold down button ONE until the power is halfway up the indicator; your ball will land right by the hole.

Philip says this works every time and I must say I agree with him. Thanks for solving such a perplexing problem.

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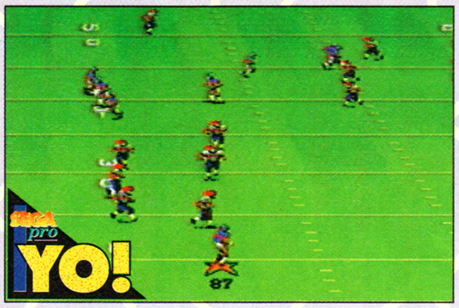

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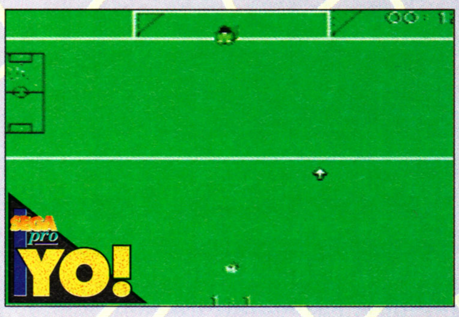

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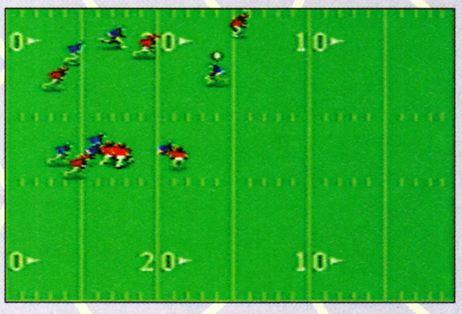

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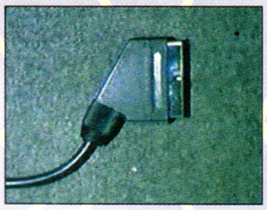

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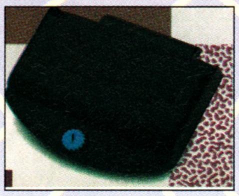

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346,600	Laura Greenwell, Durham

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324,023,200	Rachel Lovatt, Derby
49,696,200	Michael Barmby, Wakefield

EA HOCKEY

40-3 (USSR vs UK)	Jamie Martin, Budleigh Salterton

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A. IMPORTED SOFTWARE - WHICH VERSION WILL I NEED FOR MY CONSOLE?

MEGA DRIVE: Japanese software will run on UK Mega Drives with the aid of a convertor. These are readily available, but are not Sega approved. We do not recommend enlarging the game slot on your UK Mega Drive to make the Japanese games fit, as this will invalidate your warranty. **UK** software will run on all machines. **American** (known as Genesis) software will also run on all machines.

GAME GEAR: Software on the Game Gear is fully interchangeable, so the only thing you need to worry about is Japanese text on some games.

B. IS MINE A UK, JAPANESE OR US MACHINE?

You can easily tell the difference between the various machines. The UK version of the Mega Drive has a white area of text near the power light, while the Japanese version has red. And in the US, the Mega Drive is called the Genesis. Many imported Mega Drives are converted by the importer for TV or scart monitor from the Japanese original, but some machines are meant specifically for the Hong Kong market (which has the same TV system as the UK).

C. ORDERING

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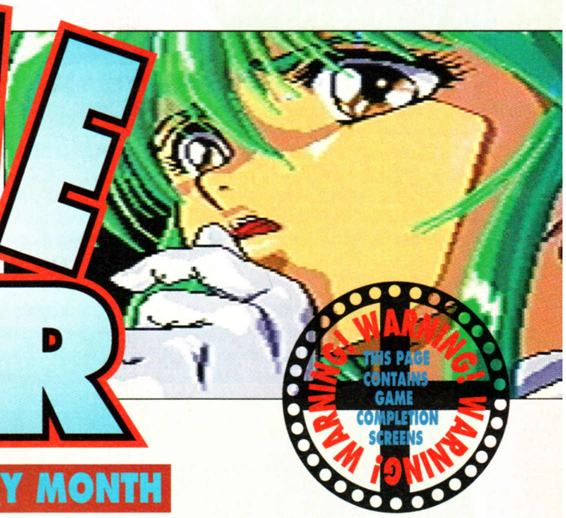
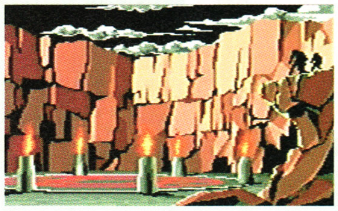

WARNING! WARNING! WARNING!
THIS PAGE CONTAINS GAME COMPLETION SCREENS

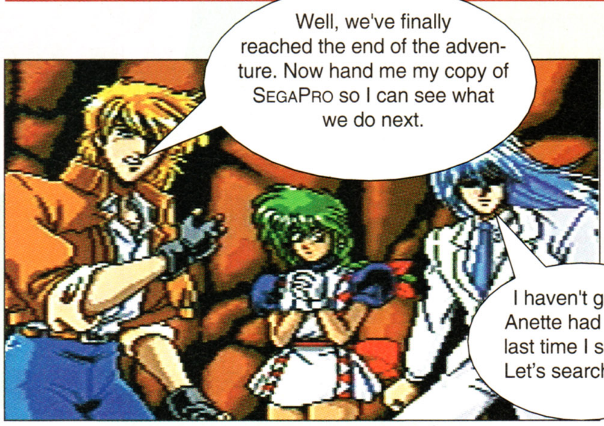
EARNEST EVANS

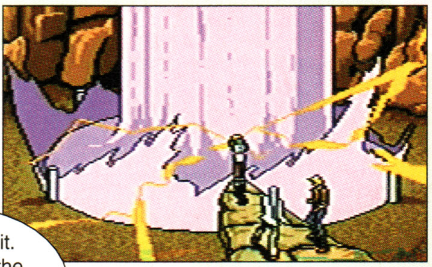
MEGA CD

***Earnest Evans* is one of the first Mega-CD games. It features all the characters from the prequel, *El Viento*. There's Earnest, his fresh-faced girlfriend Anette, the blue-rinsed Zigfried, and some untrustworthy blonde moll called Restiana. Here Earnest has to rescue Anette, who in turn helps in return a powerful book to the US President.**

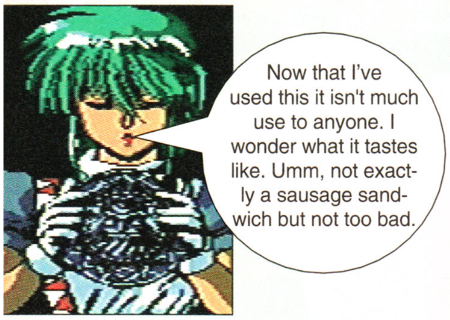


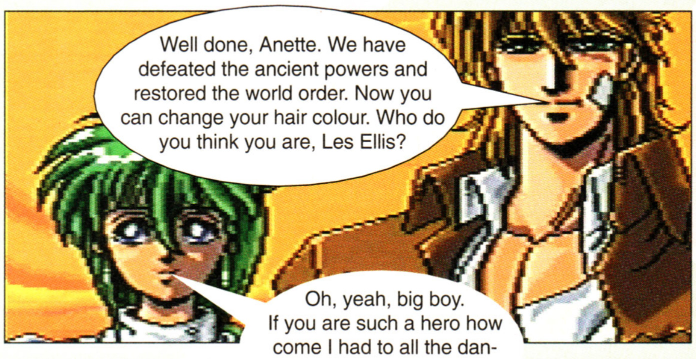
Earnest and the gang come to the end of the road – an eerie cavern...

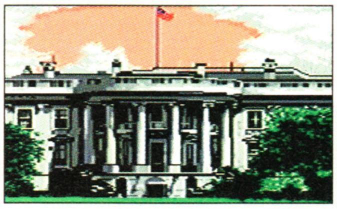

Well, we've finally reached the end of the adventure. Now hand me my copy of SegaPro so I can see what we do next.
I haven't got it. Anette had it the last time I saw it. Let's search her.



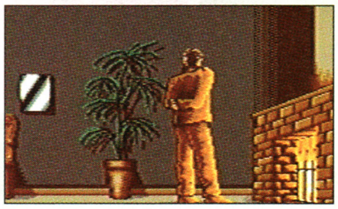
While the guys were arguing, Anette stepped forward, uttered an incantation, raised the amulet and invoked the spell.


Now that I've used this it isn't much use to anyone. I wonder what it tastes like. Umm, not exactly a sausage sandwich but not too bad.

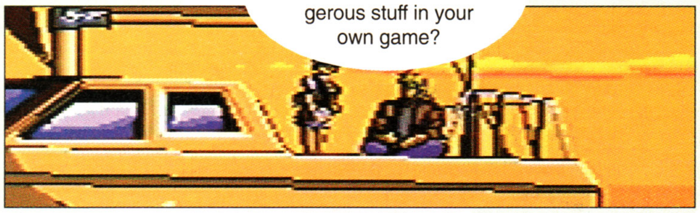

Well done, Anette. We have defeated the ancient powers and restored the world order. Now you can change your hair colour. Who do you think you are, Les Ellis?
Oh, yeah, big boy. If you are such a hero how come I had to all the dangerous stuff in your own game?

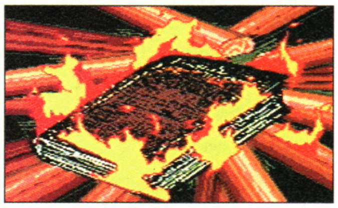


Fat publisher Monteiro's country house... recently borrowed by the President of the USA.

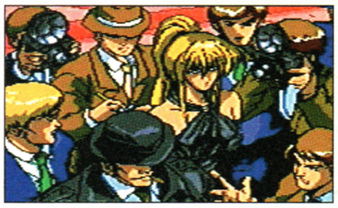


"Umm, how can I stop this book from ever falling into some person of ill repute's hands?"



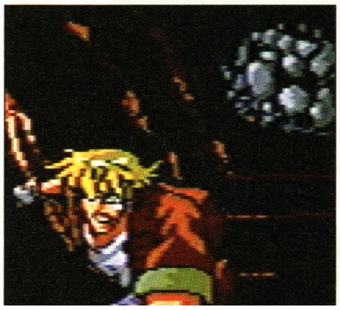


The President throws the book in the fire, and rids the world of it for good.



"Sorry, boys, but the exclusive goes to SegaPro. Damian's my hunk."

Earnest and Anette have earned so much from the royalties of this game that they can afford a yacht to go on a long cruise. Ah, all that sun and sea. It's a pity neither of them can swim and the waters are infested with ship-eating Great White sharks. (Right) Earnest is running for his life Indy-style as the final credits roll.



Is this going to be a stand up fight or another bug hunt?

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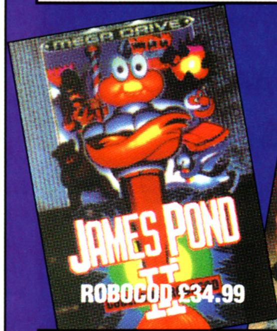

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